

10 WEEKS, 3 GUYS, 1 SHOT: TAKING ADR1FT FROM CONCEPT TO PUBLISHING DEAL

Adam Orth | Three One Zero

Omar Aziz | Three One Zero

Hogarth de la Plante | Red Accent


threeonezero




threeonezero





ADRIFT

HAN-IV

505
GAMES

VIRTUAL STUDIO

- SANTA MONICA (HQ)
- AUSTIN
- OAKLAND
- BOSTON
- MICHIGAN
- MONTREAL

3 FOUNDERS

6 CORE DEVELOPERS

9 CONTRACT DEVELOPERS

1 BUSINESS EXECUTIVE

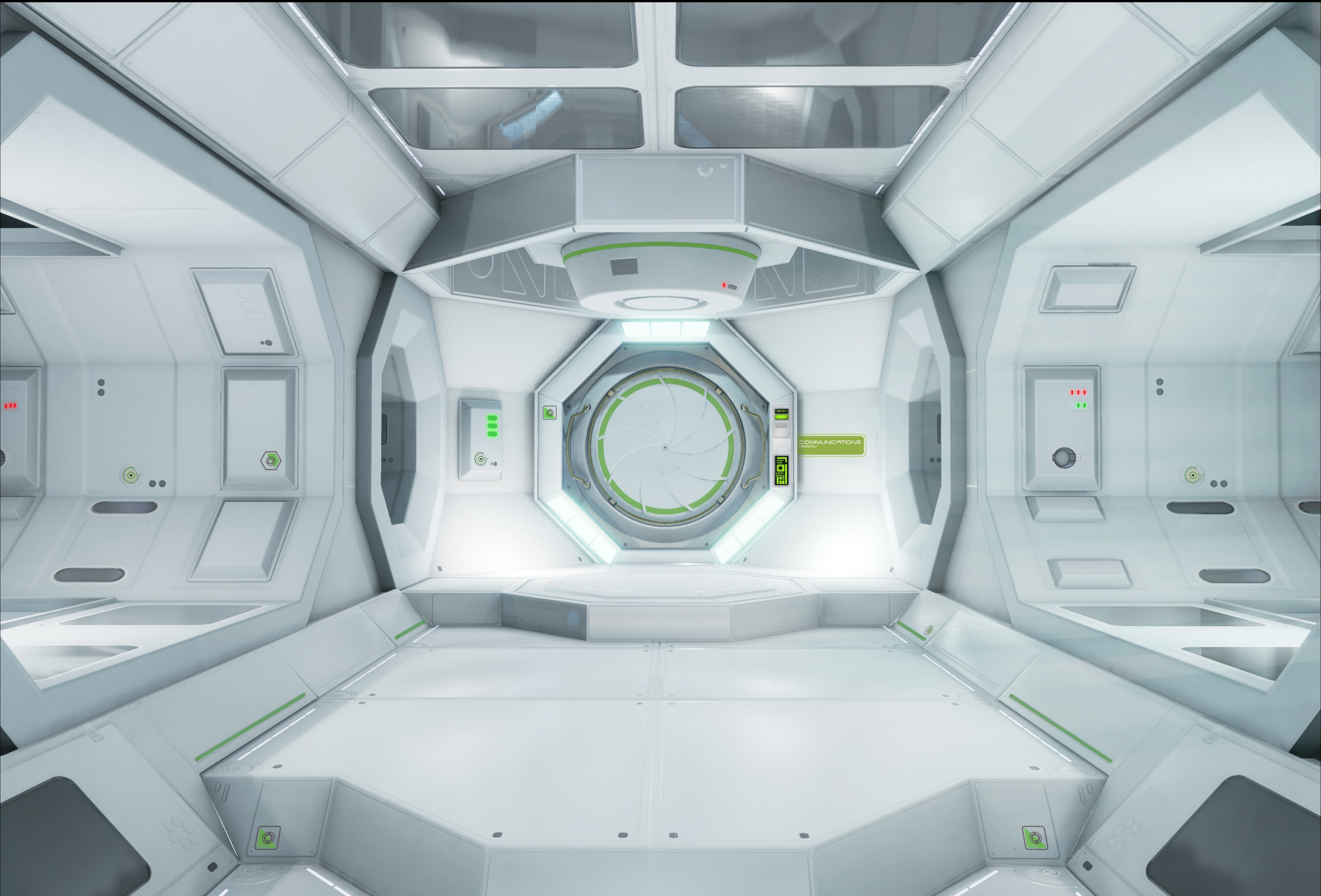
1 DIRECTOR OF OPERATIONS

1 AGENT

1 LAW FIRM

ADR1FT PRE-PRODUCTION 04.01.2014

ADR1FT PRODUCTION 06.01.2014

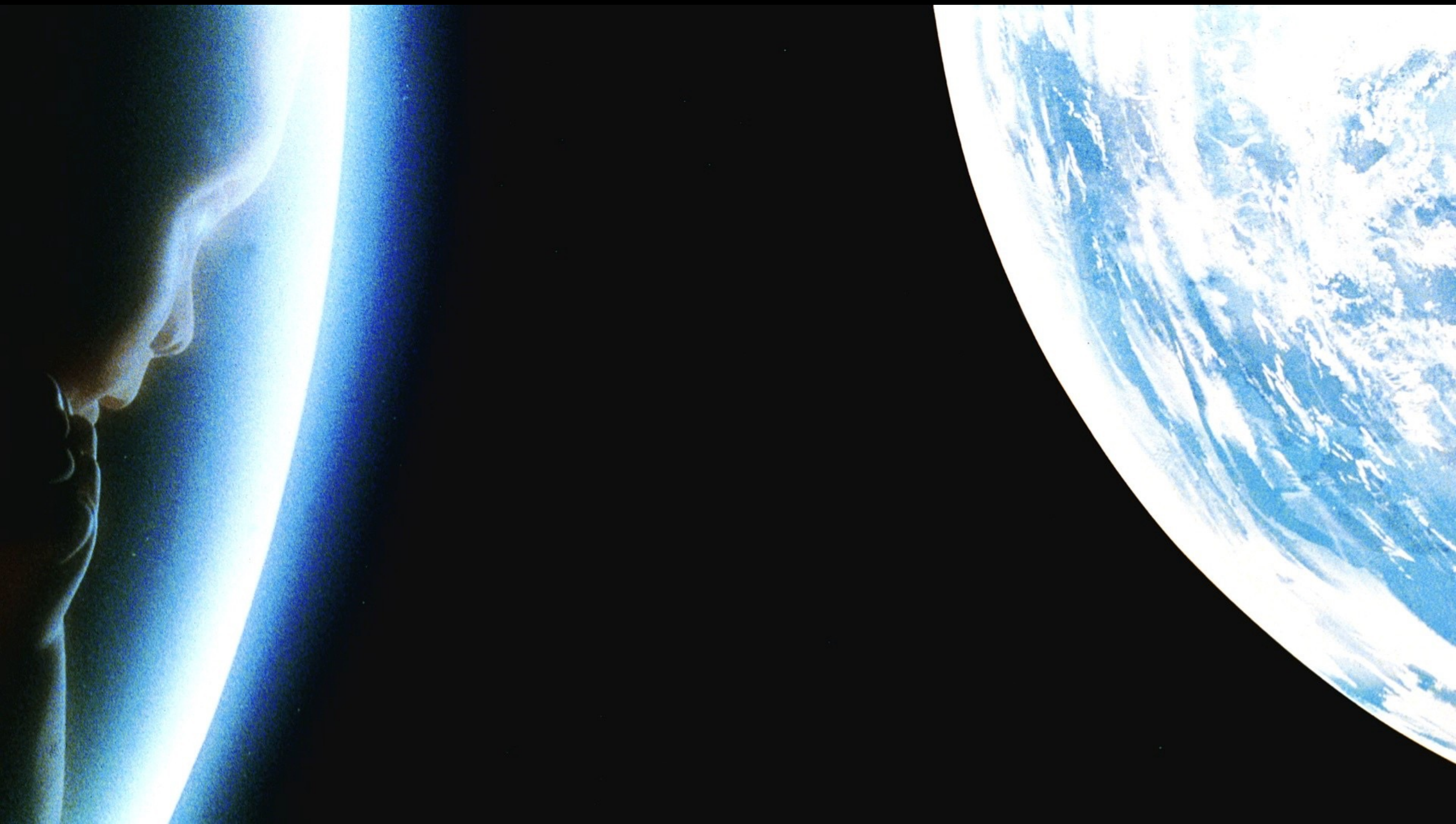




STEAM™



...2015



04.04.2013 - 03.20.2014



Orthy

@adam_orth

Sorry, I don't get the drama around having an "always on" console. Every device now is "always on". That's the world we live in.

[#dealwithit](#)

 Reply  Delete  Favorite  More

32

RETWEETS

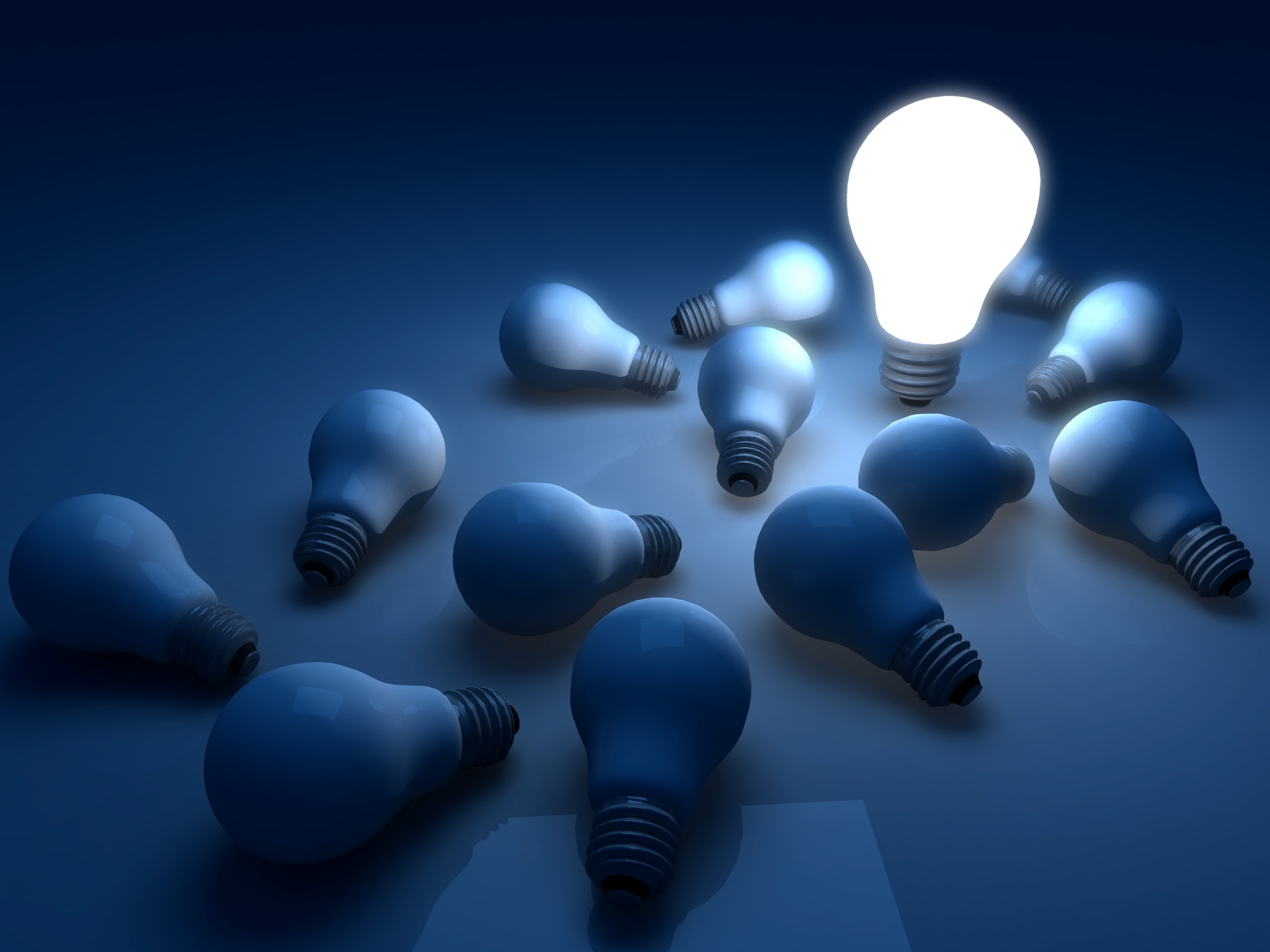
7

FAVORITES



1:52 PM - 4 Apr 13





April 23, 2013

Tuesday

all-day

6 AM

7 AM

8 AM

9 AM

10 AM

10 AM
ADR1FT was born.

11 AM

Noon

SPACE:

Wake up alone floating in space in debris field. Total destruction. Eerie, quiet.

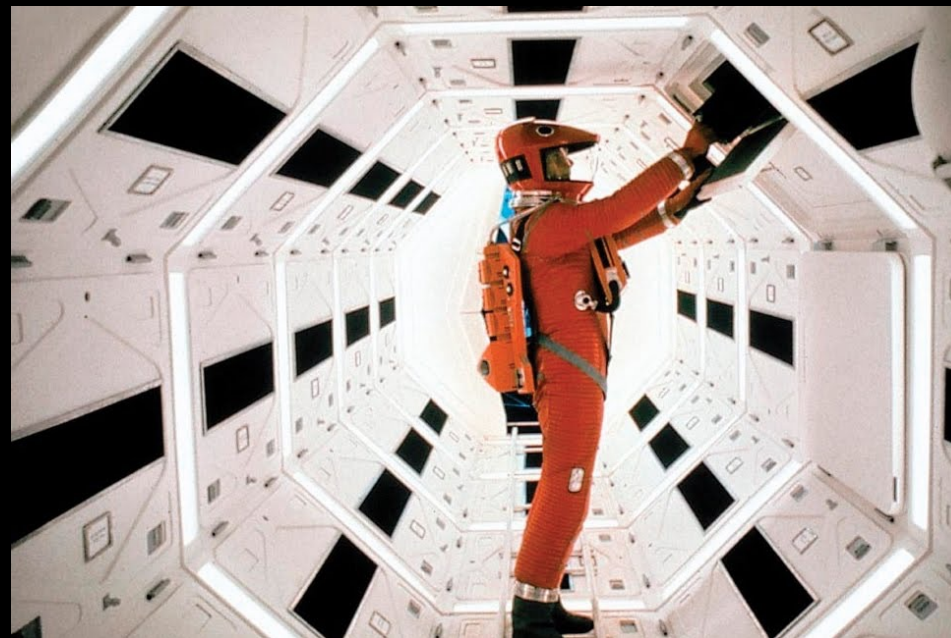
- Helmet HUD turns on (super cool Alien meets Metroid) and gives you objectives (oxygen, repair tool, boost gravity etc) as well as ultimate objective: safe passage home
- Navigate through wreckage finding objective locations based on signature audio beacons (YALTLA)
- Each location has an objective to turning escape pod meta puzzle on as well as puzzle/combat to gain life support supplies to carry on and navigate
- Each location also has story logs that explain the story bit by bit (always on) [REDACTED]
[REDACTED]
- [REDACTED]
- Show the evil of group mentality (Internet) and how destructive mob mentality can be.
- Discover the mistakes you've made. make amends. Own your actions. Positive outcome.
- [REDACTED]
 - 1st person
 - 2-3 hours
 - Dirty old space (alien)
 - 5 locations
 - Mechanics (audio beacon, thrust, management, puzzle, switches, gravity)
 - All info in helmet HUD)
 - No arms. Just HUD.





MONDO





BY
DEJAN





>ADRIFT

Survivor Detected...Survivor Detected...Survivor Detected...

The sound of the space station's distorted and glitch-ridden computer "voice" jars you from a deep, unconscious sleep. Your blurry vision begins to adjust and acclimate to your surroundings.

"Where am I?"

Survivor Detected...Survivor Detected...Survivor Detected...

Tiny, flickering dots become crisp points of white light stretching out in an eternity of darkness in every direction. The computer's repeating audio communication cuts through the dead silence in a steady pattern. Weightlessness.

"SPACE..."

Terrified, you instinctively gasp for air. The sound of your rapid, panicked breathing fills the helmet of your EVA suit. Beads of moisture roll down the inside of the visor as the display intermittently lurches into action for milliseconds before devolving into a pixelated nightmare. The cool blue and white glow of a planet beneath you can be seen through a debris field floating silently above the atmosphere.

"What...what happened?"

Survivor LOCATED...Survivor LOCATED...Survivor LOCATED...

No memory. As your bearings normalize, the reality of your situation becomes clear and you realize that you are adrift in deep space amidst the wreckage of a destroyed space station orbiting planet earth.

Survivor_01: LOCATED

EVA: DAMAGED. Core systems functioning at 47%

Vital Signs: STABLE

Oxygen Level: 63%

Propulsion Unit: 34%

As the still-functioning but badly damaged computer aboard the crippled space station locates, makes contact, scans, initializes and repairs the damaged EVA space suit and systems, it becomes apparent that something terrible has occurred and you are the only survivor.

Catastrophic Event Detected...

Point of Origin: TERMINATED.

No additional signs of life detected...

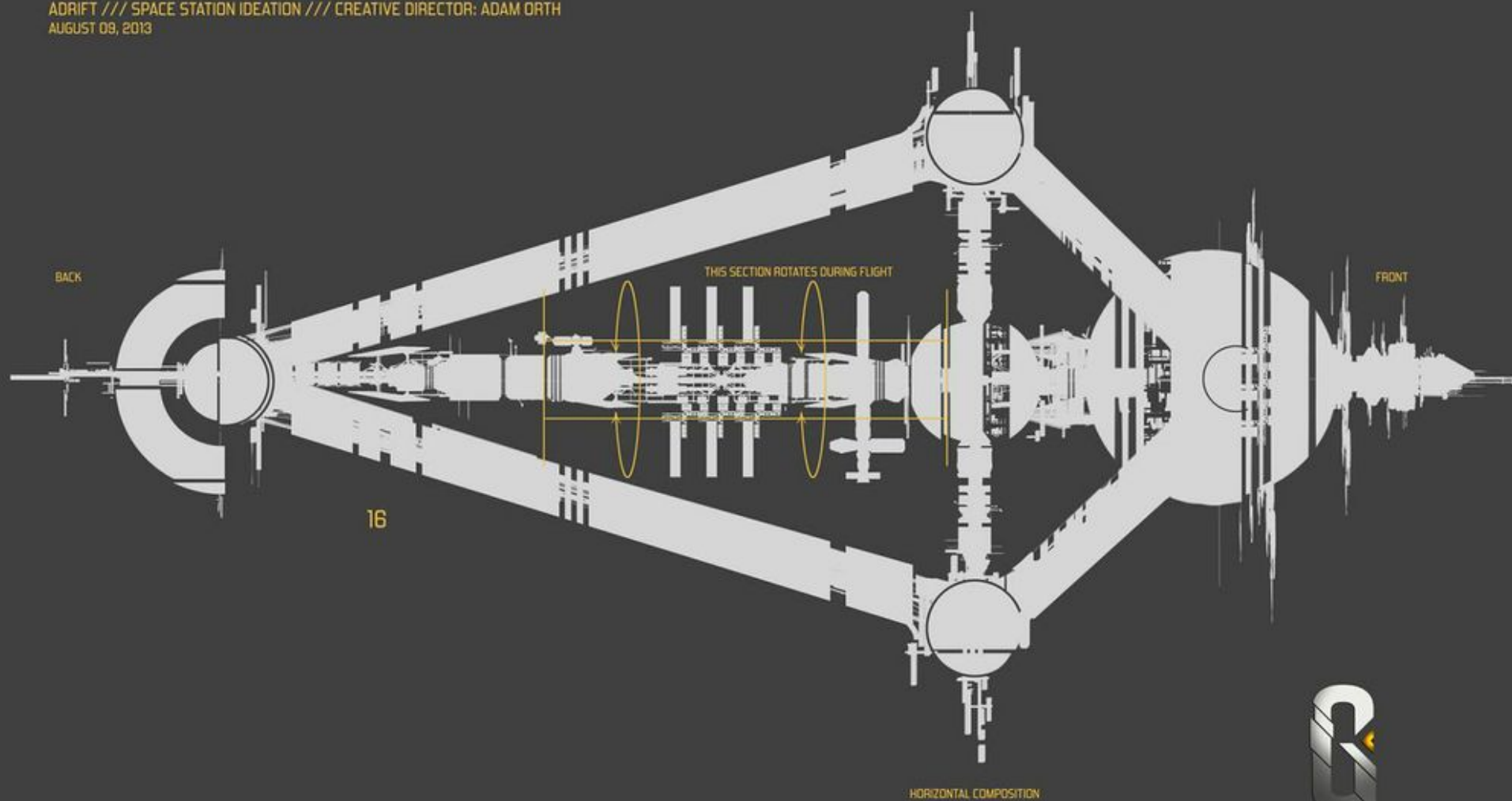
Activating EEC Module GPS location and Homing Beacon.

"Home."

Your only hope for survival lies deep within the wreckage. With a barely-functioning EVA space suit, limited resources and no supplies, you must carefully navigate through the debris and wreckage by following the homing beacon's distinct audio signature to the EEC Module location.



ADRIFT /// SPACE STATION IDEATION /// CREATIVE DIRECTOR: ADAM ORTH
AUGUST 09, 2013



GUSTAVO H. MENDONÇA
CONCEPT DESIGNER

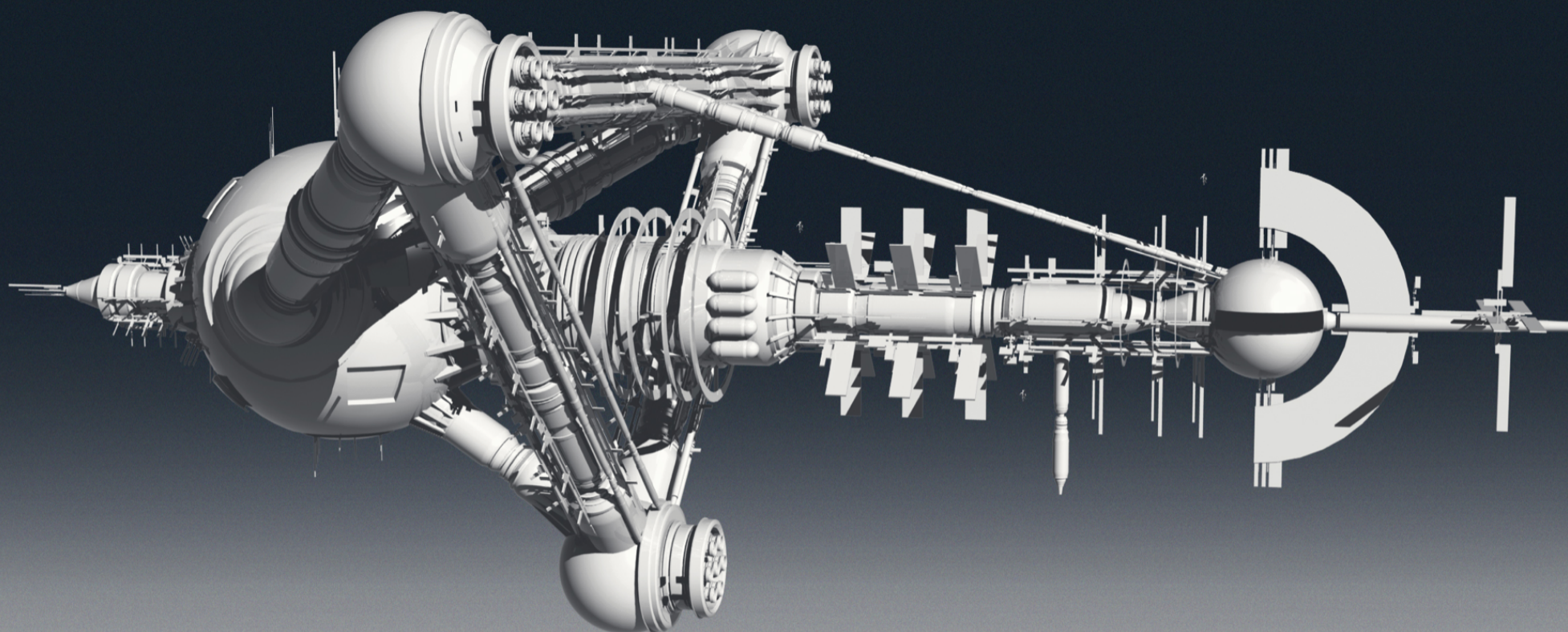
Gustavo H. Mendonça



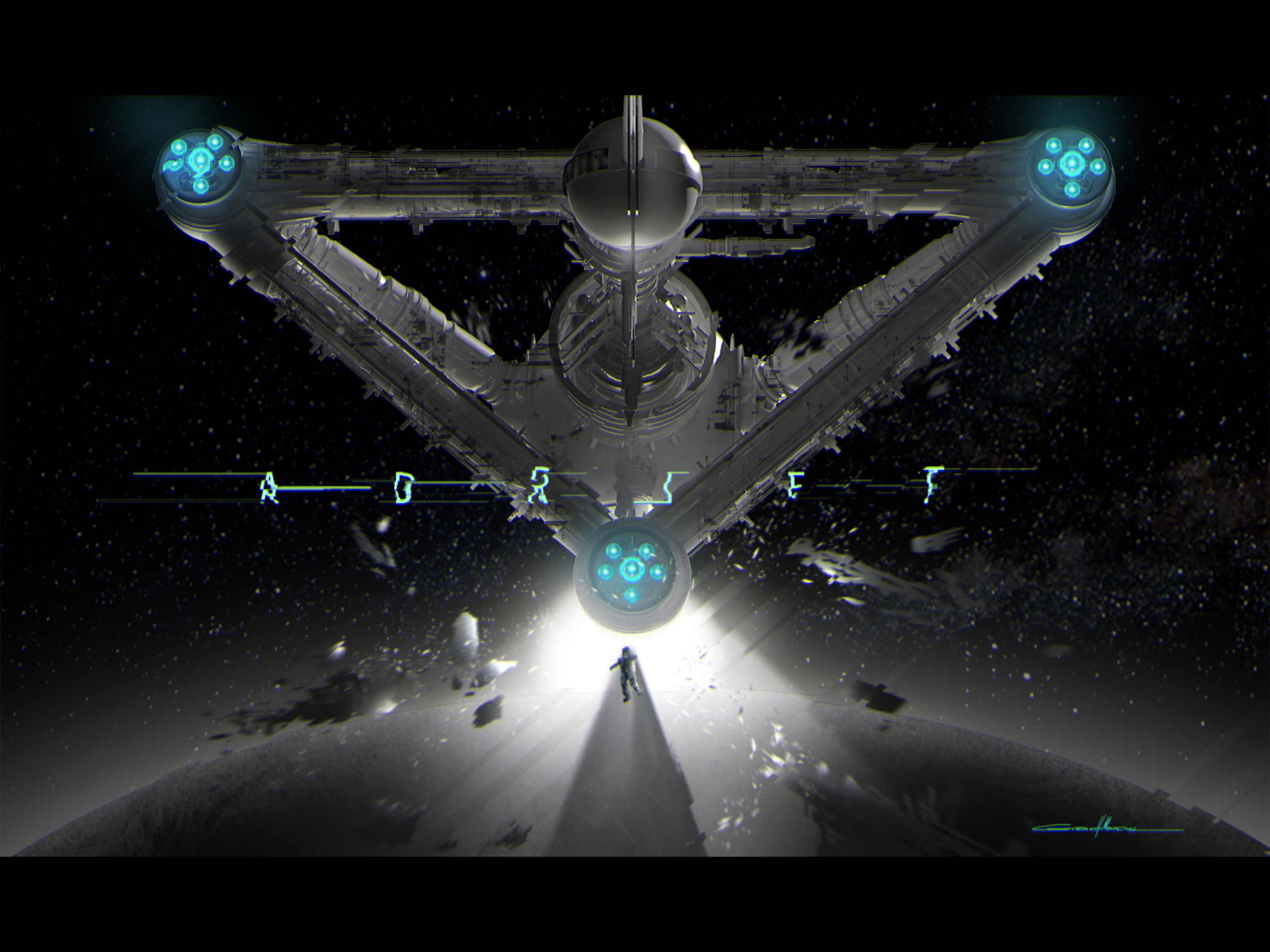
GUSTAVO H. MENDONÇA
CONCEPT DESIGNER

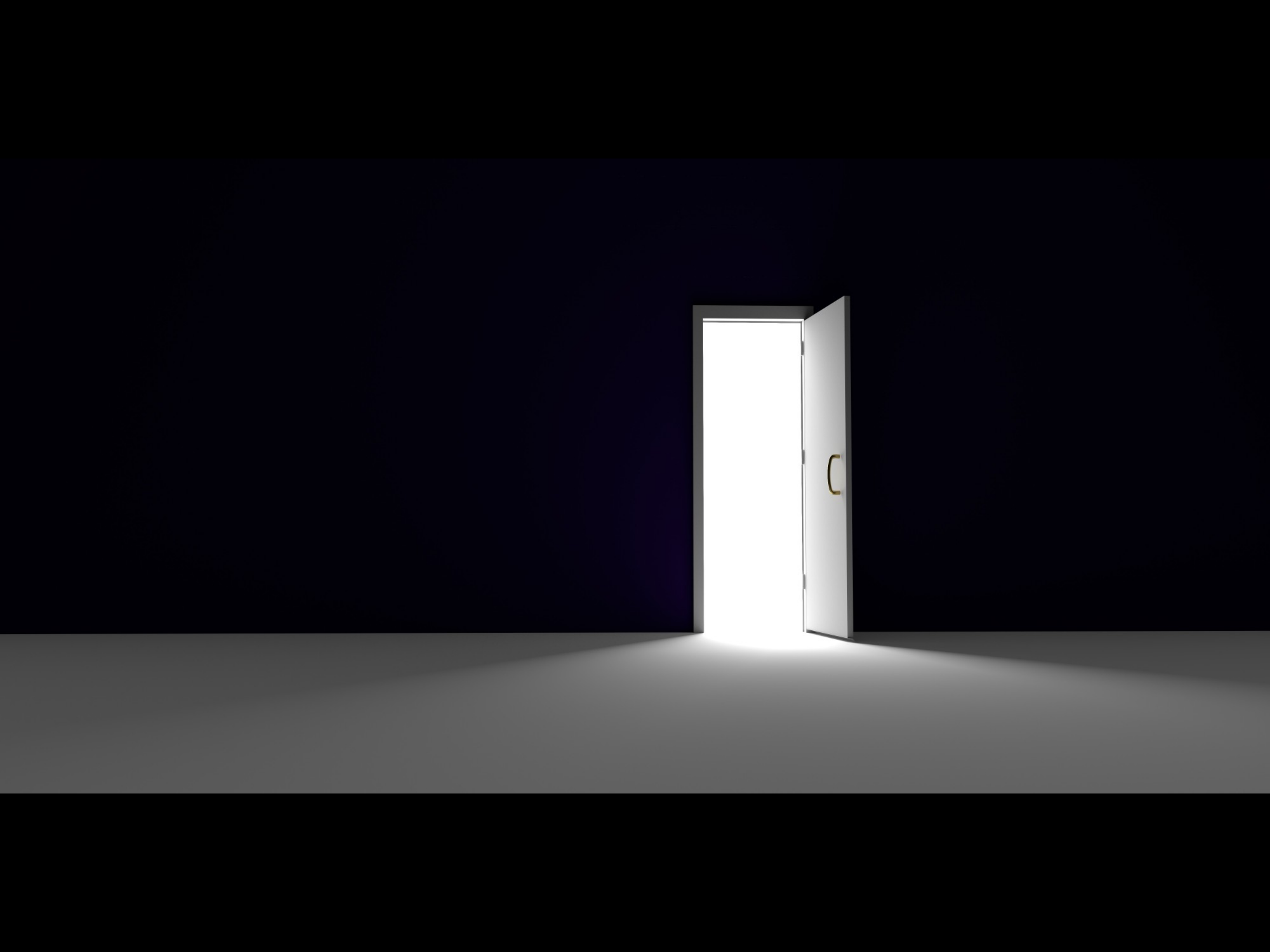
ADRIFT SPACE STATION 3D BLOCK OUT /// DESIGN 4

Gustavo H. Mendonça





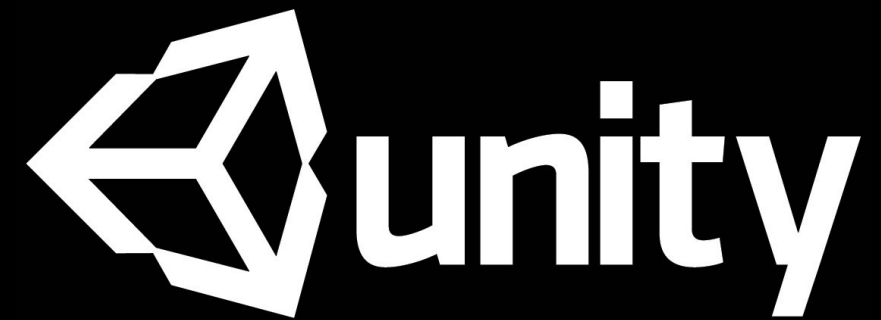




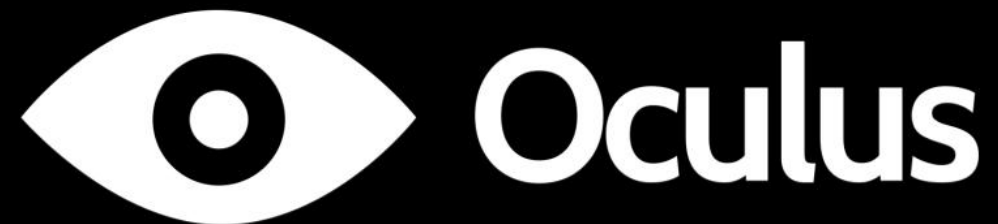


**"We're putting the
band back together."**





+



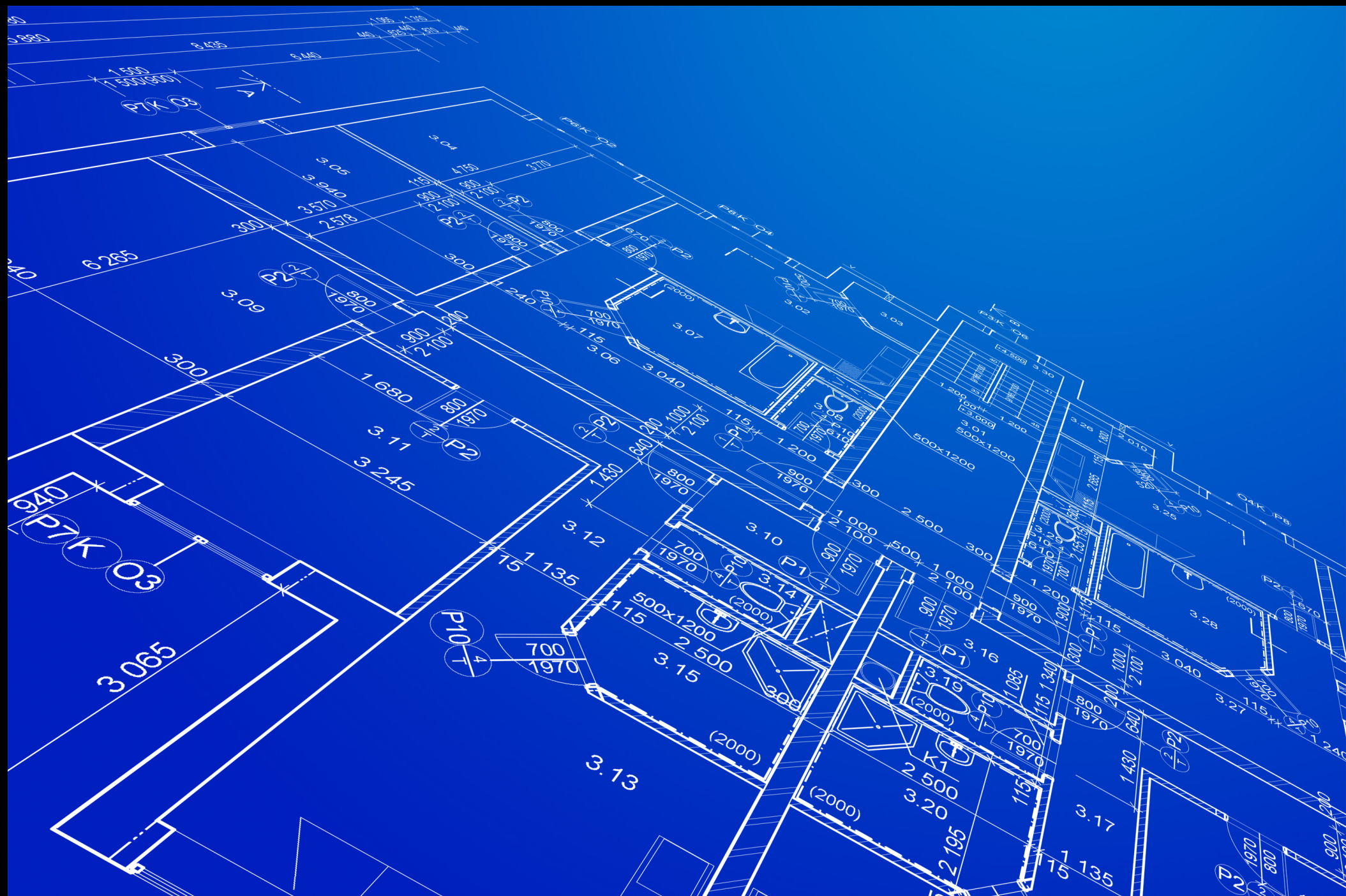




THREE ONE ZERO
LLC.
ADAM OETH / OMAR AZIZ







PROVE ADR1FT CONCEPT IN SOFTWARE

- NON-VIOLENT FPX AT AAA GAMEPLAY/GRAPHIC QUALITY IN UNITY
- ZERO GRAVITY/MOVE ANYWHERE
- PHYSICS OBJECTS
- NARRATIVE ELEMENTS
- AUDIO PUZZLE
- OCULUS RIFT

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REAL GOALS, REAL DATES

- D.I.C.E. SUMMIT 2014 TO SELL PROTOTYPE, GCD 2014 AS BACKUP
- AAA DEVELOPMENT MODEL
- TRADITIONAL SCHEDULE AND BUDGET
- MILESTONES, FEEDBACK AND REVIEWS
- TUNING AND POLISH PERIOD (LOL)

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FREE TOOLS, PURCHASABLE ASSETS

- CALLING IN FAVORS FOR FREE SOFTWARE LICENSES
- PAY FOR ASSETS WE DIDN'T HAVE THE SKILL OR TIME TO MAKE
- ASSET CREATION ON TRIAL LICENSES



BUSINESS (RICHARD LEIBOWITZ, PARTNER)

- COMPANY SETUP
- INVESTMENT
- BUSINESS PLAN (LONG-TERM SUCCESS)
- PUBLISHING/INVESTMENT RELATIONS



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OPERATIONS (SARAH LOGIE, EMPLOYEE #1)

- COMPANY SETUP
- FINANCIAL MANAGEMENT
- BOOKKEEPING, TAXES, INSURANCE



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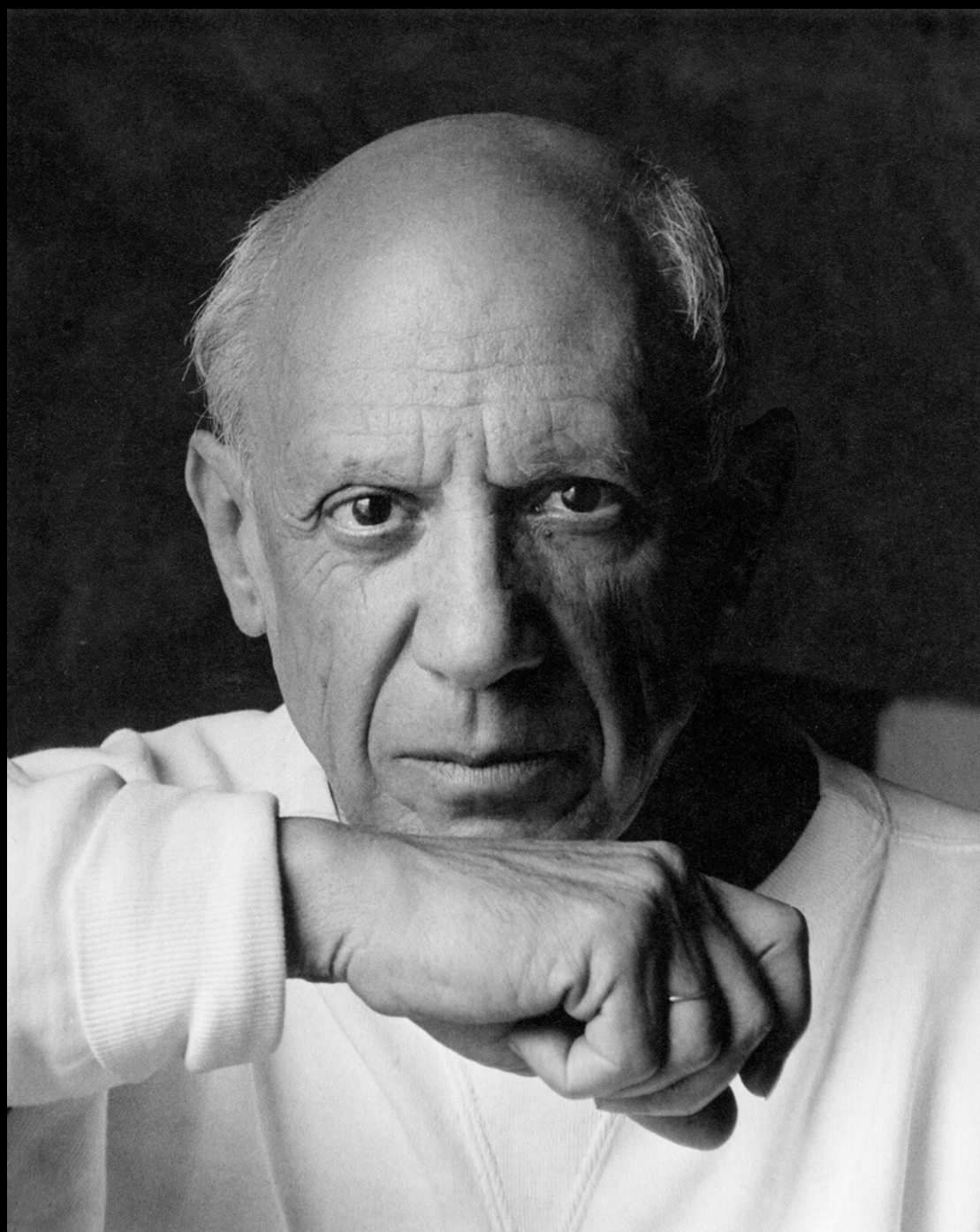
- COMPANY SETUP
- FINANCIAL MANAGEMENT
- BOOKKEEPING, TAXES, INSURANCE

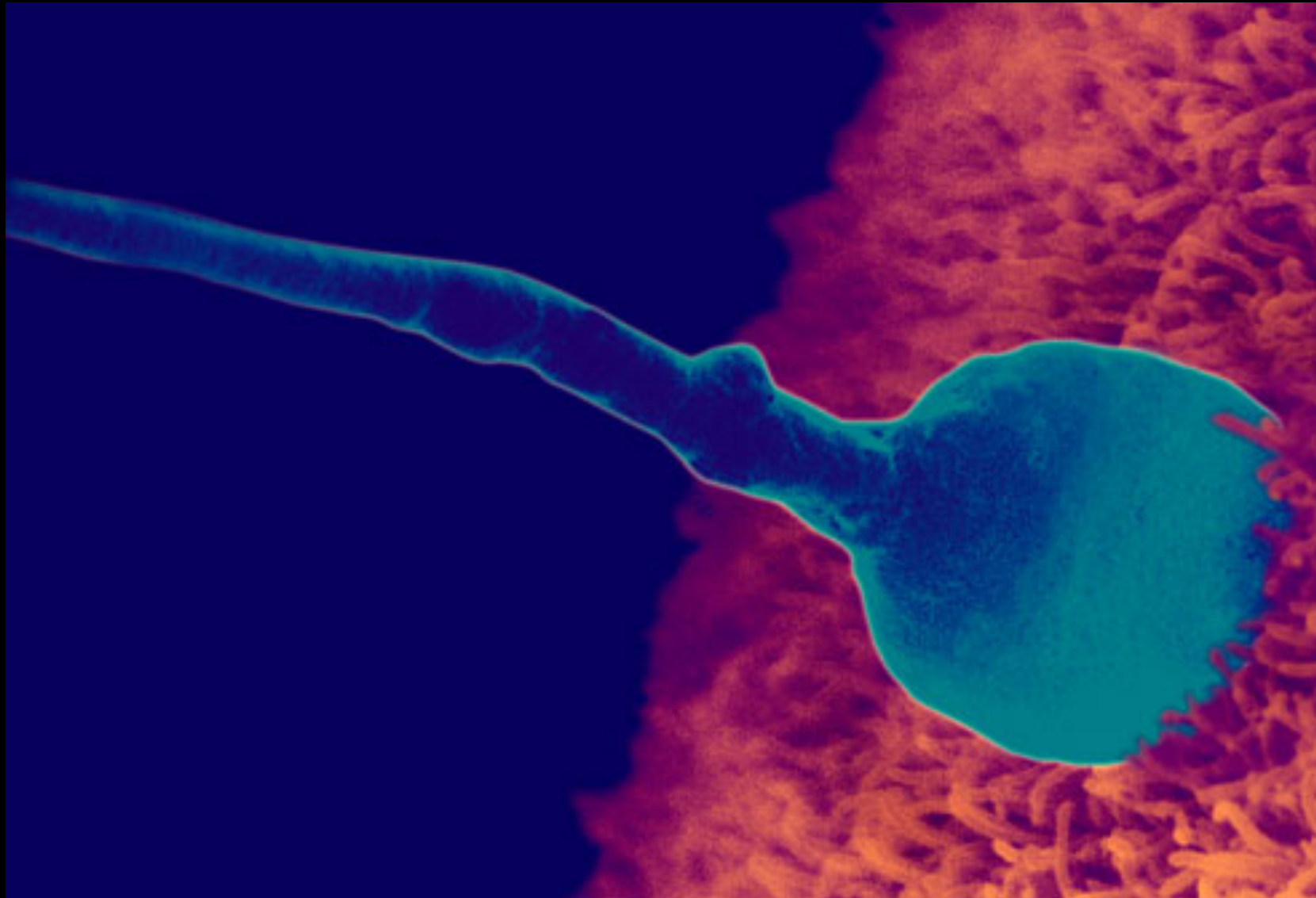


AGENT (DAVID STELZER, CREATIVE ARTIST AGENCY)

- 5TH BEATLE
- CONCEPT TUNING
- PUBLISHER/INVESTOR CHAMPION
- OPPORTUNITIES BEYOND GAMES





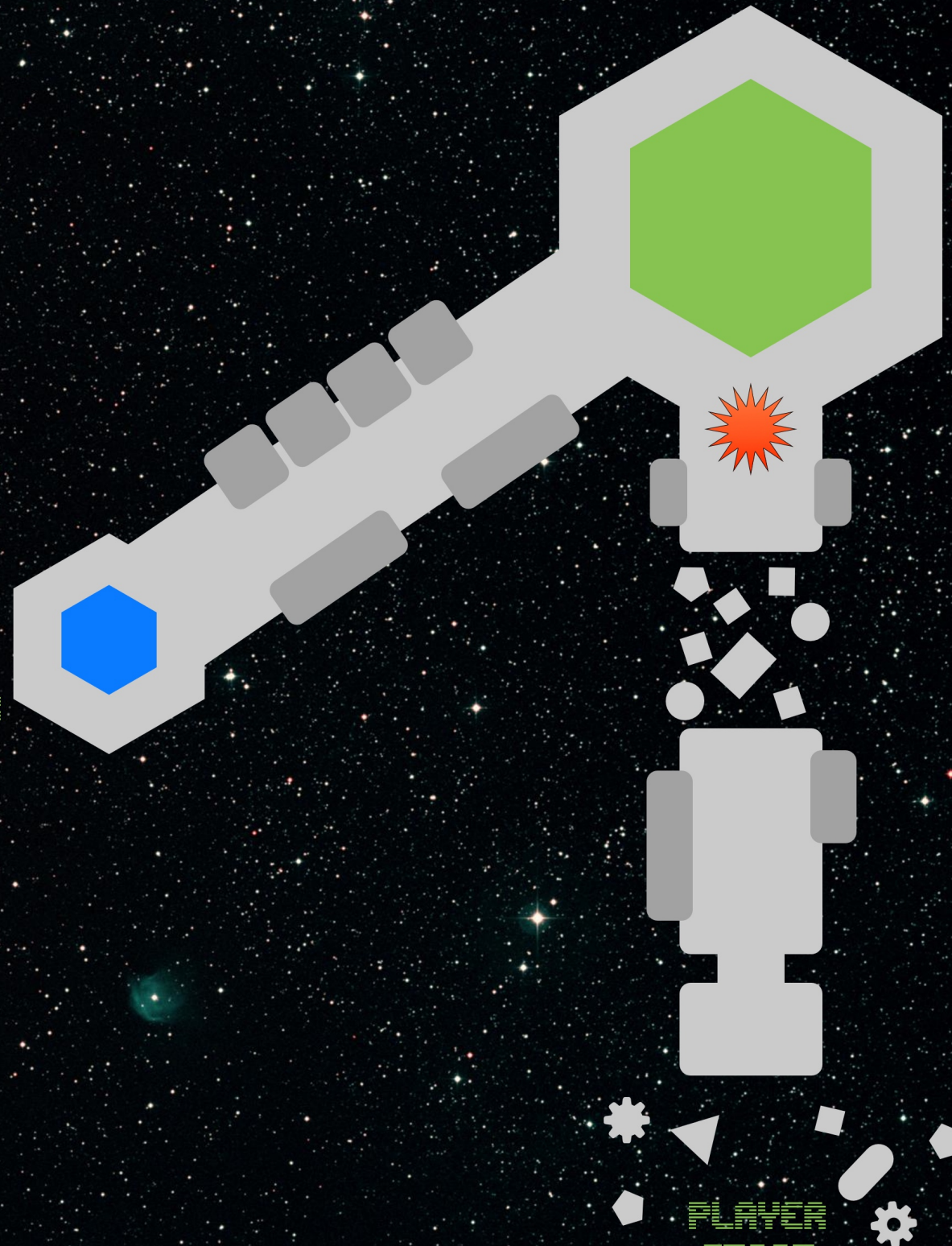


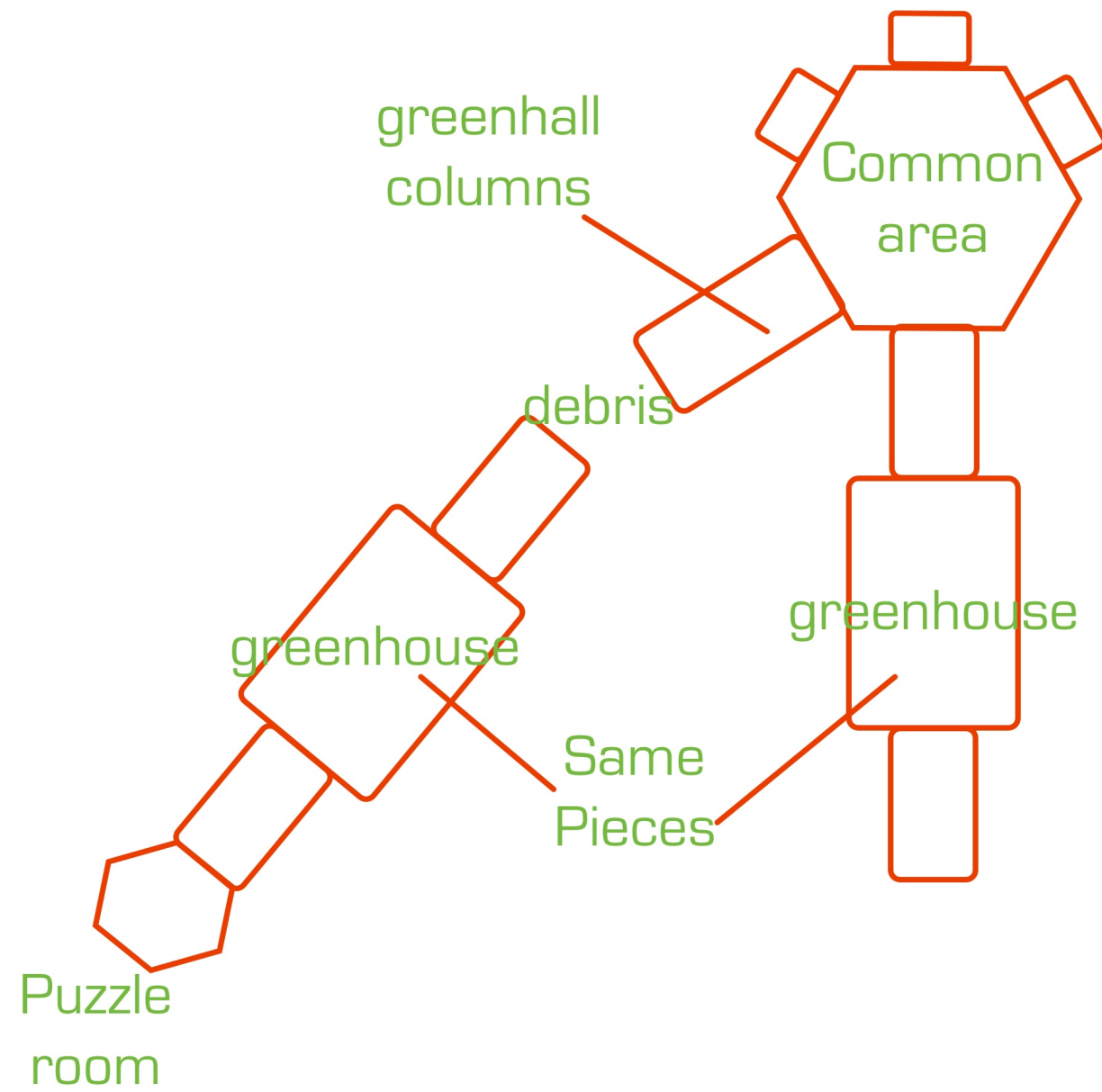
11.18.2013

ADR1FT PROTOTYPE DEVELOPMENT

PLAYER
END

PLAYER
START





PUZZLES

PROCEDURAL
PUZZLE
PATTERN
UNIT

GEOMETRIC
SHAPE
DESIGN

AUDIO

ENGAGEMENT
DEACTIVATES
BEACON

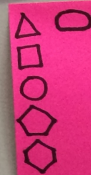
REWARD
PACKAGE

VISUAL
LANGUAGE

LIGHTING
INTERACTION

PLAYER
INTERACTION
(SWITCHES
ETC.)

COMPLETION
STATE



ZERO
GRAVITY

PERFORMANCE

AUDIO BEACONS

VOICE-DRIVEN

"CATASTROPHE
INSTRUCTIONS"
FROM EARTH
ON LOOP

UNIQUE
LIGHTING/COLOR
VISUAL SIGNATURE
+
LANGUAGE

AUDIO
DISTORTION
+
GLITCHING

AMBIENT
MUSIC

RANDOMLY-GENERATED
AUDIO LOOP/SEQUENCE
=
PUZZLE
"ANSWER"

VOLUME
+
CLARITY
CHANGES
RELATED
TO PROXIMITY
(HOT+COLD)

SUBLIMINAL
IMPRINT
INTO
PLAYER

ADRIFT Prototype Puzzle Design:

Fiction:

The Botanica module of Hardiman Aerospace Northstar IV is responsible for creating and sustaining breathable oxygen aboard the station through an experimental process using plant life, photosynthesis and water. The crew's mission is to prove and expand this technology to planned science colonies on planets unable to sustain terrestrial life.

When Northstar IV was destroyed the life support system for the station and specifically the Emergency Escape Vehicle (EEV) was damaged. The player has to locate and repair the damaged computer module within Botanica to restore the oxygen life support system aboard the EEV.

Puzzle description:

FPS Tetris + Guitar Hero in Zero G

Player follows location signal through environment leading them to a room containing a wall panel playing and displaying (audio/visual) a procedurally-generated musical sequence with malfunctioning and missing elements.

Player goals:

- Locate missing puzzle elements within environment
- Repair and complete musical sequence by matching missing pieces to visual display.

Player Mechanics:

- Exploration
- Retrieval
- Piece rotation (Tetris)
- Zero gravity placement (Zero G)
- Timed performance placement (Guitar Hero)

Puzzle solution:

- Player placing missing pieces on the board completes the malfunctioning tone sequence (puzzle)
- Life Support module of EEV is repaired, online and functional (fiction)

Puzzle reward:

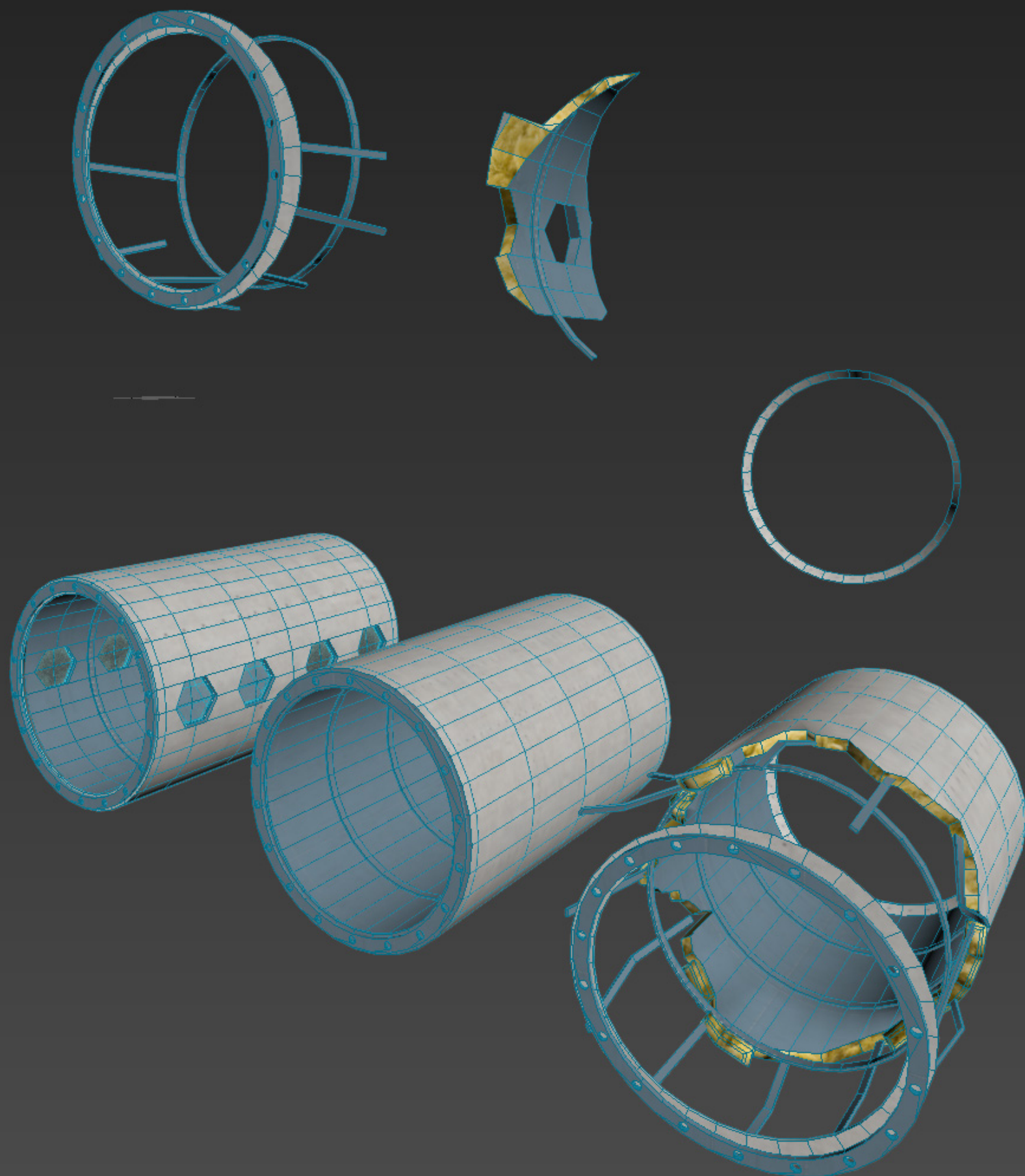
- Musical sequence is complete and plays properly (audio/visual) in satisfying repeat.
- Computer audio indicating successful repair
- HUD elements indicate Life Support for EEV are repaired
- Environmental activity (TBD)
- Story node/element received.

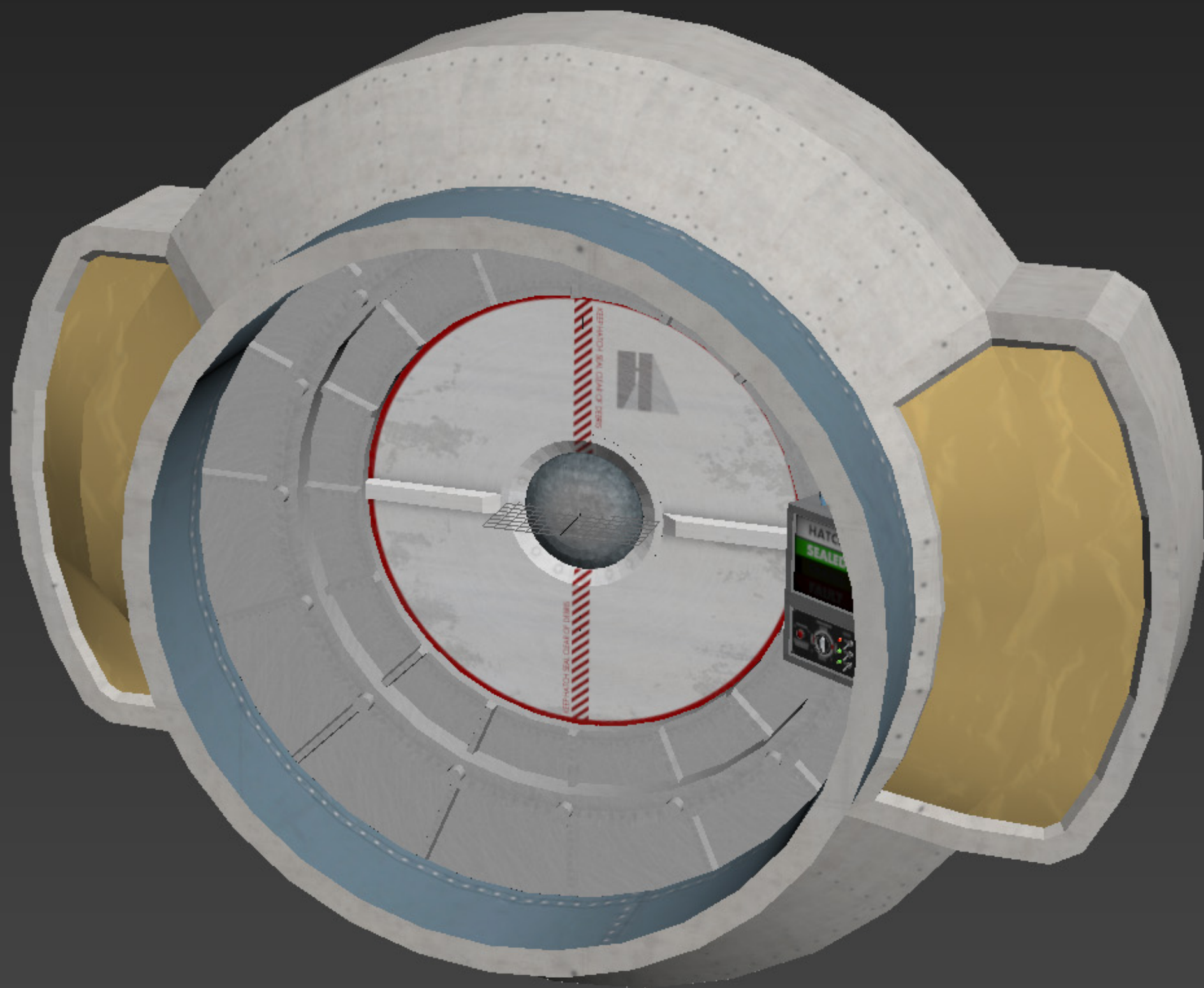
Art assets:

- Puzzle panel made of hex shapes with environment relationship to solar panels, windows etc. (Wall)
- Puzzle pieces (missing pieces needed to complete sequence floating in environment)

01.04 ADRIFT TASK LIST

Status	Owner	Task
<input type="checkbox"/>	Hoagy	Change skybox
<input type="checkbox"/>	Hoagy	Change planet
<input type="checkbox"/>	Hoagy	New hex room greenery pass
<input type="checkbox"/>	Hoagy	Change critical patch
<input type="checkbox"/>	Omar	Environment tilt (final)
<input type="checkbox"/>	Adam	New player start
<input type="checkbox"/>	Omar	Objective icons
<input type="checkbox"/>	Adam	Start player at 1/2 oxygen
<input type="checkbox"/>	Omar	VFX/SFX for O2 HUD
<input type="checkbox"/>	Omar	Add player drift movement
<input type="checkbox"/>	Omar	New action icon/reticule
<input type="checkbox"/>	Omar	Better key card and HUD SFX/VFX
<input type="checkbox"/>	Hoagy	New O2 props (wall-mounted and floaters)
<input type="checkbox"/>	Omar	Better flashing red light sources
<input type="checkbox"/>	Hoagy	Floating debris in hex room needs movement for hatch reveal
<input type="checkbox"/>	Adam	Expand "activate" trigger volume on hatches
<input type="checkbox"/>	Adam/Omar	Visual language for hatches in hex room (working/not working)
<input type="checkbox"/>	Adam	Elongate hatch open time
<input type="checkbox"/>	Adam	Switch key card hatch display to "Sealed" when player gets key card
<input type="checkbox"/>	Hoagy	Broken/intermittently flashing light fixtures





Digital Nature

Category: 3D Models/Vegetation
Publisher: 3D ATTACK
Rating: ★★★★★ (12)
Price: \$40

Buy \$40



Requires Unity 4.2.0 or higher.

Are you in need of a nice nature pack that goes a long way? Need prefabs that are editable and easy to drop into a scene?

This pack contains the following:

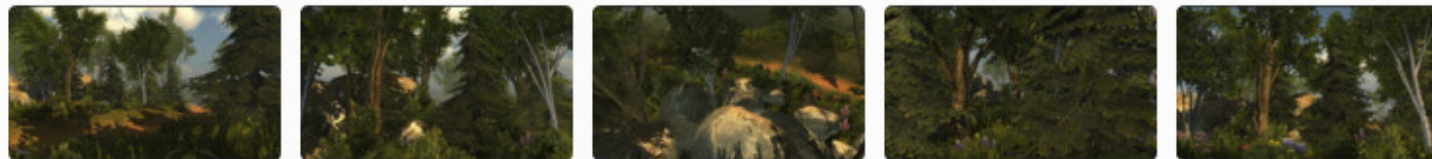
- 9 fully editable trees
- 4 editable plants & bushes
- 10 mesh plants with 3 LOD stages
- 6 rocks with normal maps and collider meshes
- 12 terrain grass and flower textures
- 10 different skyboxes
- 30 terrain splat textures
- Includes **Green Stash** (a \$25 value!)

Check out the video: [Digital Nature](#)



Version: 1.01 (Jul 14, 2013) Size: 291.1 MB

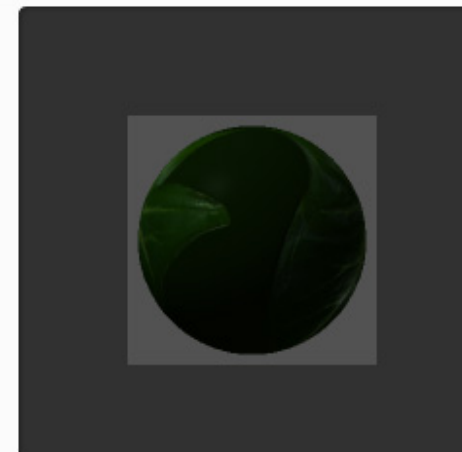
[Visit Publisher's Website](#)



Package Contents

Expand

- Digital Nature
 - 3D Objects
 - 3D Mesh Plants
 - Materials
 - Arrowhead.mat
 - Basil.mat
 - Birch.mat
 - BlueMorphoButterfly.mat
 - Bromeliad.mat
 - Dieffenbachia.mat
 - ElephantEar.mat
 - Grey.mat
 - GroundBlock.mat
 - Leaf1.mat



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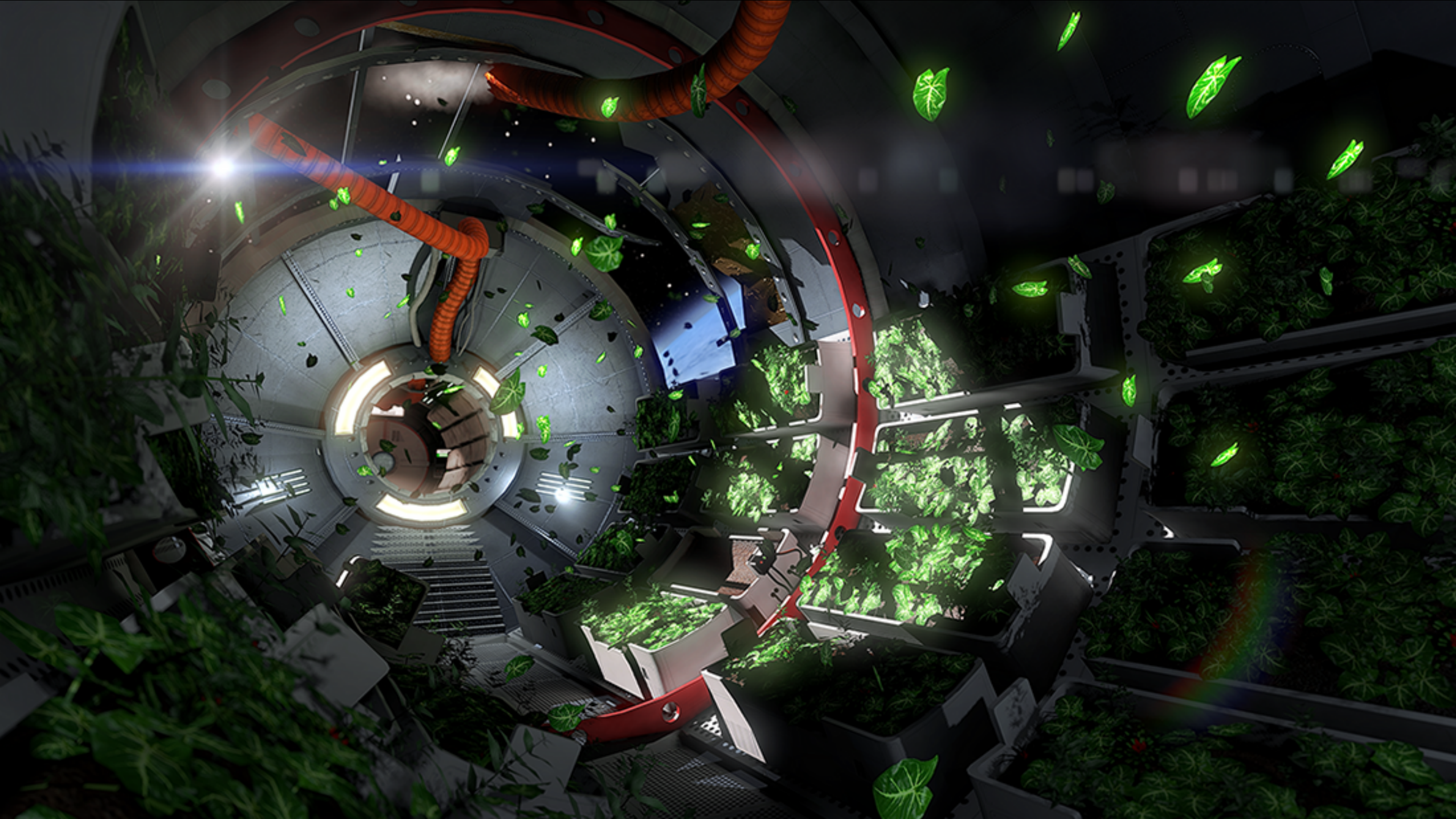
24-HOUR DEALS
16 : 32 : 26

Advanced Additive Scenes
\$15 \$30

Hot Deals!



1. Poser Pro Game Dev
Applications



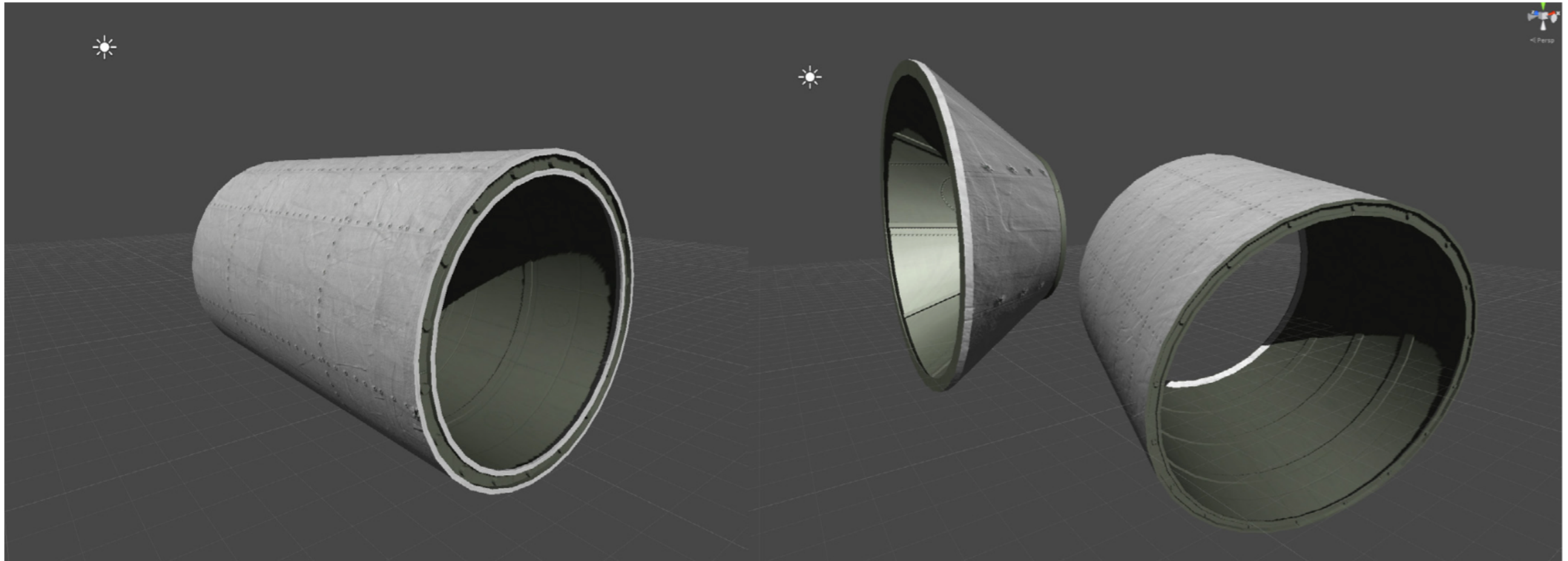
ADRIFT

Materials & Color Palette Overview

December, 2013

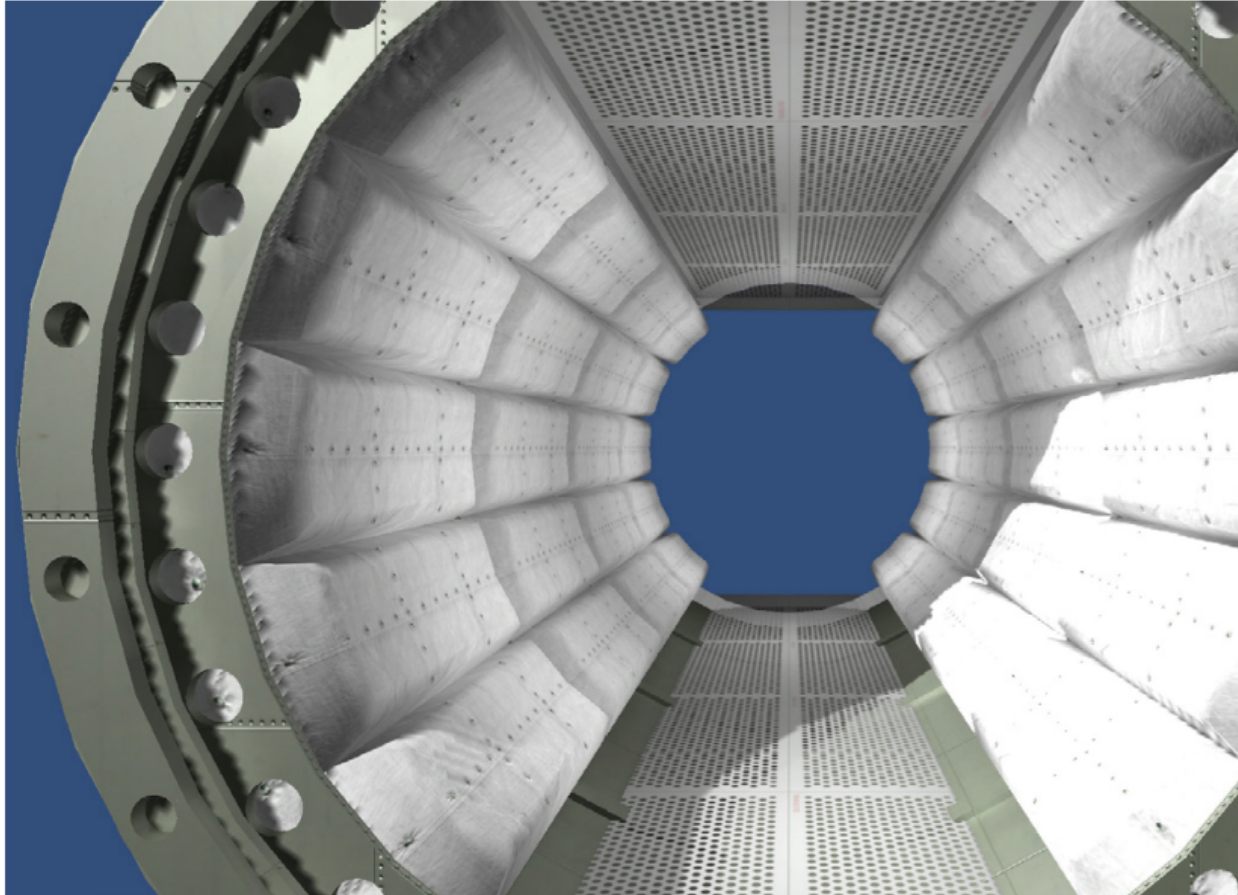


Adrift - Station Connector Hulls

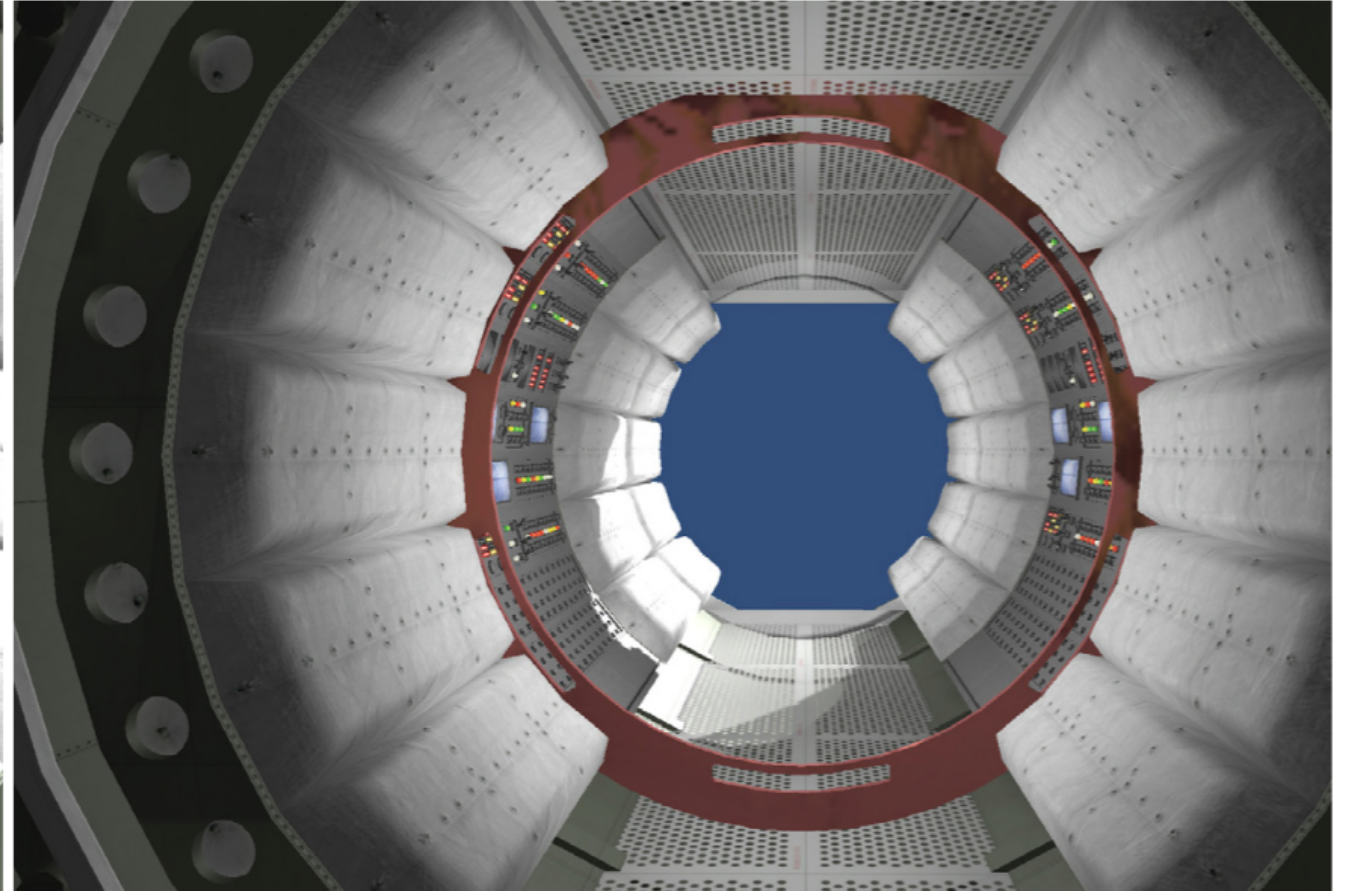


The Adrift space station is constructed out of 2 different diameters of general connector hulls, 3m and 6m. These hulls are the "backbone" of the **Hardiman Aerospace "Botanica"** space station. They are built out of aluminum skeletons covered in aluminum skin and layered with a white TIL "Thermal Insulation Layer" fabric on the outside. Most bare aluminum surfaces are painted with an olive-drab colored Zinc Chromate aerospace paint - this is largely visible on the inside of the hull pieces. These hulls, however, are designed to be "trimmed" inside with a variety of different purpose modules - cushiony wall pads, equipment racks, greenhouse elements, flooring, etc, so most of the olive-drab parts are covered-up with other materials, only showing through as accent colors or in parts of the station that have seen significant destruction.

Adrift - Station Connector Hulls

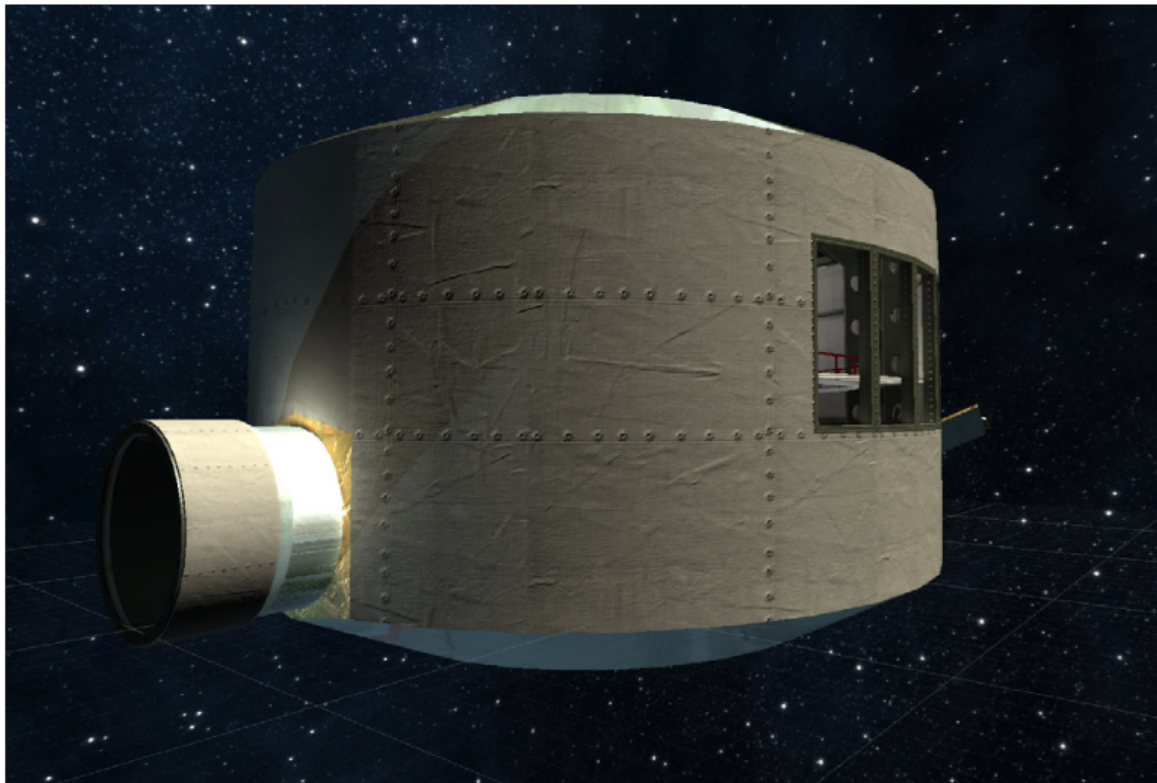


Usually, the hull sections are trimmed inside, covering up much of the green painted metal structure. This example shows a hull section with white, fireproof fabric wall cushions and perforated aluminum floor/ceiling pieces. For general connector areas like this, the interior of the station is light in color - white fabric, bright white lighting, white floor and wall panels, etc. Places where underlying structure is exposed show through some of the green paint, though.

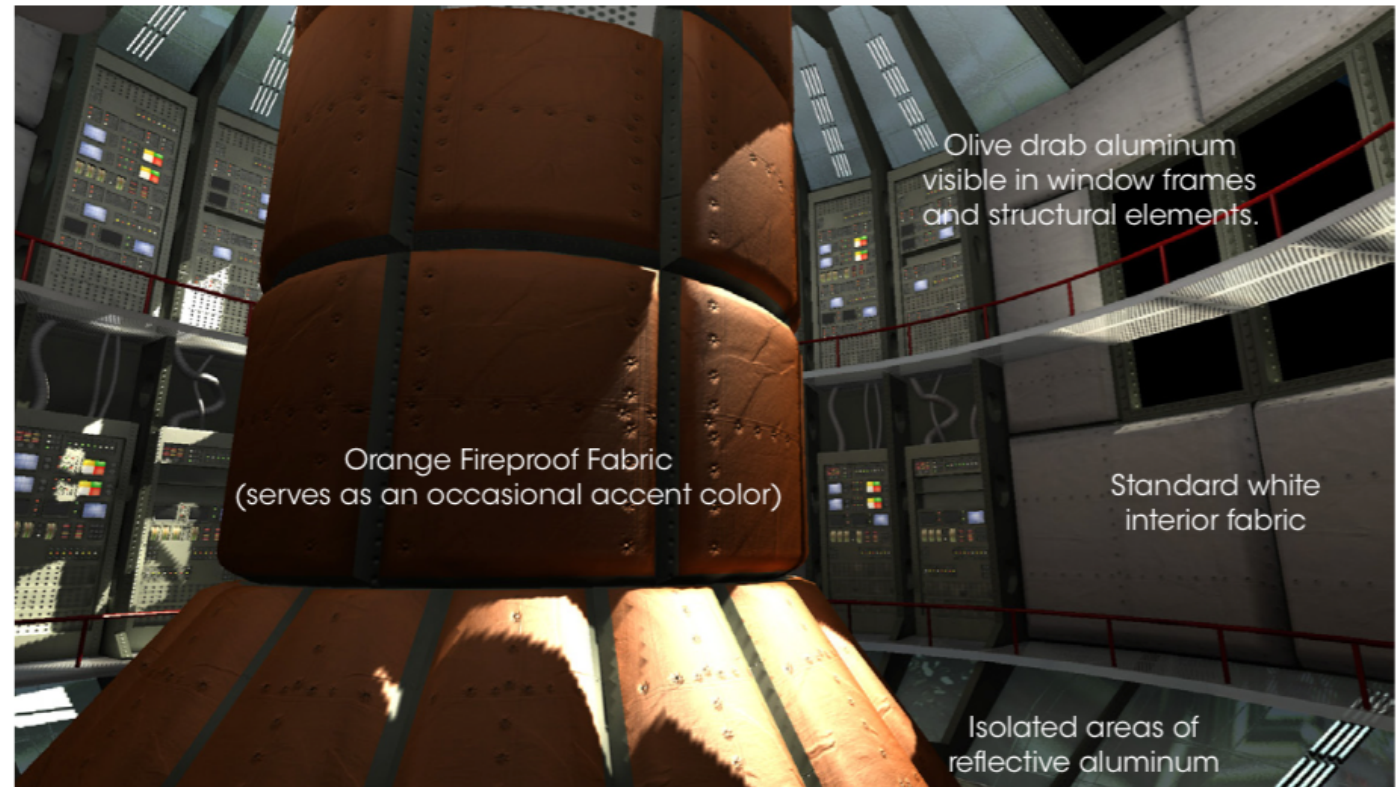


Occasionally, high-stress areas of the station are augmented with these red, anodized aluminum "reinforcing rings" where more structure is needed. This element is easily placed anywhere along the length of a 3m or 6m hull section. They are always pale red in color. The control panels in the station are generally a pale, silver stainless steel.

Adrift - Large Modules



The general 3m and 10m hull sections connect larger, specific-purpose station modules that are constructed as uniquely for each space. Above is the electrical control room, used for the main puzzle gameplay in the demo level. The exterior is not finished in this image, but the custom structure is visible here. Note the "pipe" fitting - this connects to a section of 3m hull.



The interiors of these specific large modules have a similar materials concept - they are built out of olive-drab painted aluminum skeletons and then fitted with interior elements that largely cover the underlying structure. In this example, most of the interior space is covered by white fireproof wall cushion fabric. The fireproof interior cushioning will sometimes be colored deep orange for specific, important areas like the central column in this room. Note that some areas of structure are still visible here in olive drab. This room also has some isolated areas with cubemapped, reflective aluminum panels - these are OK to use in moderation in some of these larger zones.

Adrift - Damaged Sections

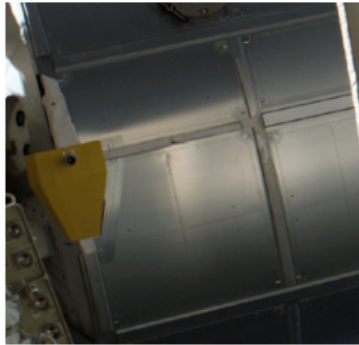


Large sections of The Botanica are destroyed. The interior of the station's walls (which are generally .25m thick) are filled with a yellowish, lumpy, fiberglass insulation that puffs-out when chunks of hull are torn apart. The shader in this image is not quite correct for the insulation (it looks too much like foil) - more work is being done on it. There is a good reference on the right:



Adrift - Station Exteriors

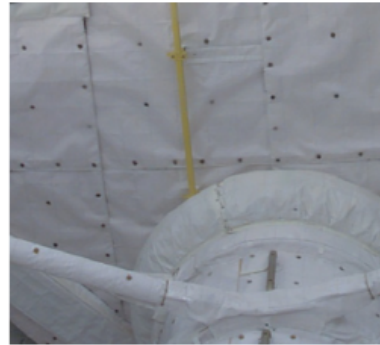
There will be five main types of exterior materials:



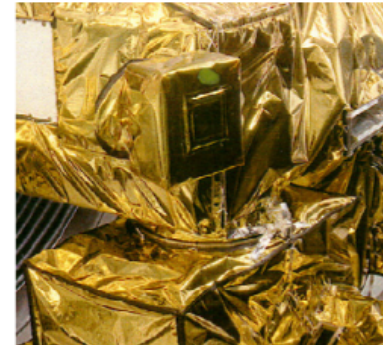
Smooth Aluminum



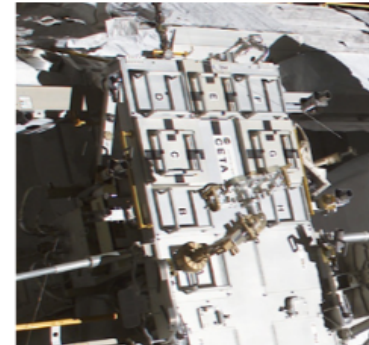
Riveted Panels



TIL Fabric

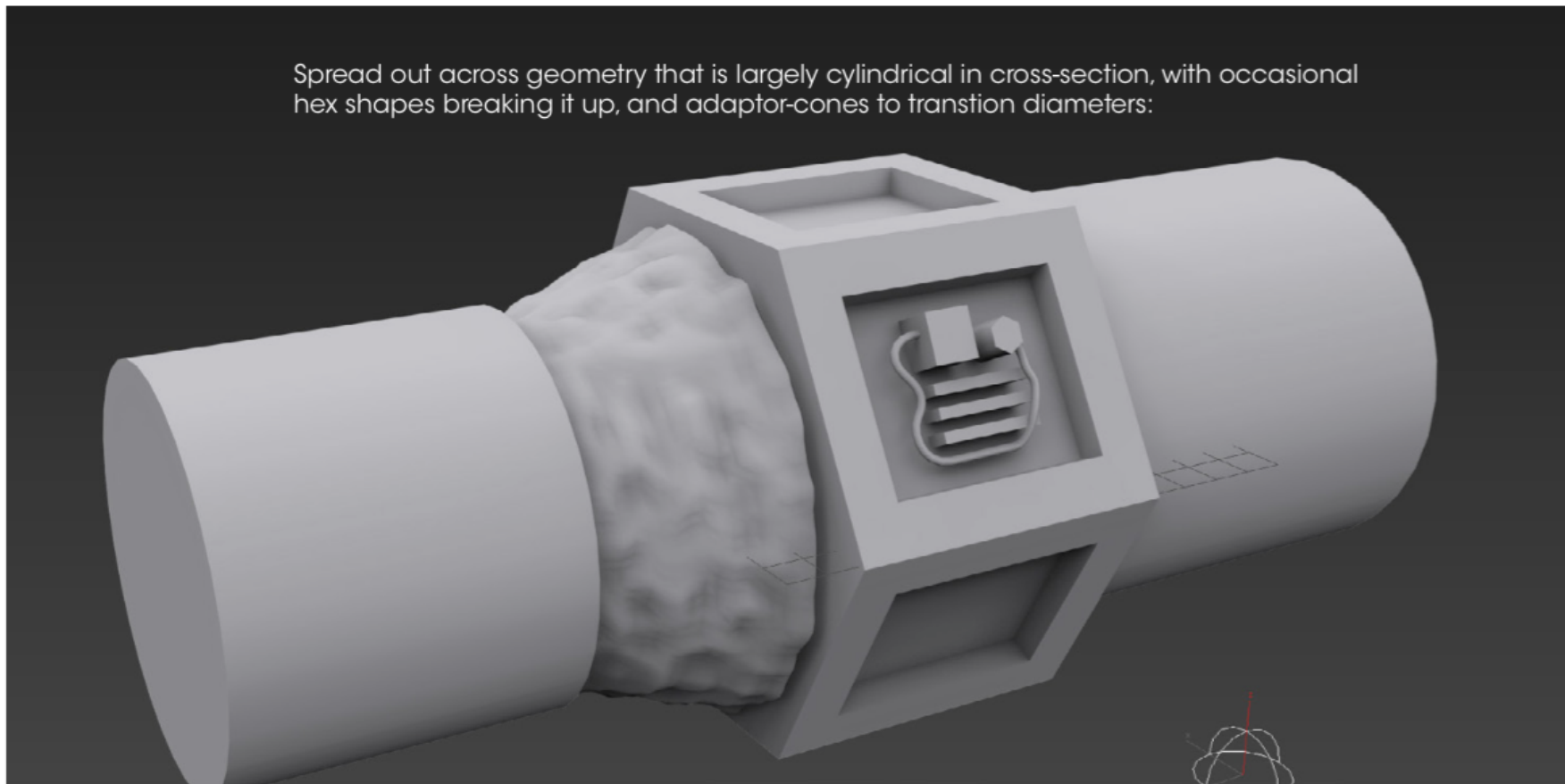


Thermal Foil



Detailed Equipment

Spread out across geometry that is largely cylindrical in cross-section, with occasional hex shapes breaking it up, and adaptor-cones to transition diameters:










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breathing

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"Breathing"

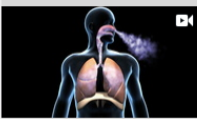
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Like 0

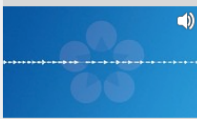
Sort By: Best match

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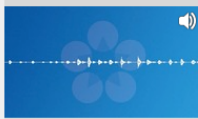
breathing heavy breathing, breathing mask




Respiratory System, Breathing I




Heavy Breathing Man




HUMAN, BREATH



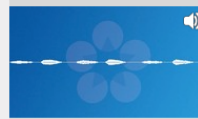
HUMAN, BREATH




Breathing Relaxed 02 Loop



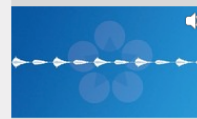
Human Breathe



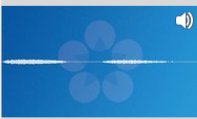
Breathing Relaxed Through Nos



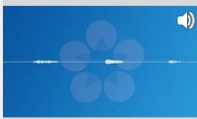
Pov Of Climber In Front While B




Breathing Human



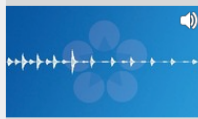
Breath Male Inhale Exhale 02



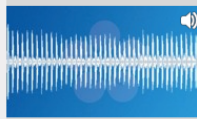
Human Breathe Slow




Male Breathing



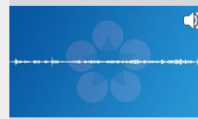
HUMAN, BREATH




Fast Breathing



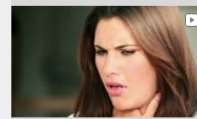
Ghostly Breath



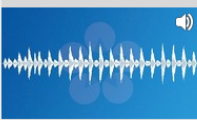
Human,Breaths,Male,Scared



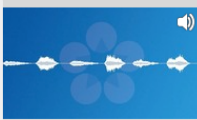
Happy Family Enjoying A Birthd



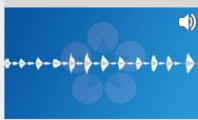
Asthma Attack




HUMAN, BREATH




Breathing Relaxed 01 Loop



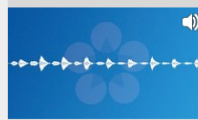
Breathing Male Out Of Breath 0




Slim Man Breathes Correctly



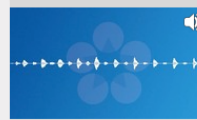
Monster Breathing, SFX




Heavy Breathing




StressedBreathingSpaceH




HUMAN, BREATH



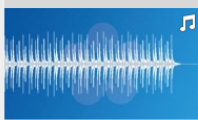
HUMAN, BREATH



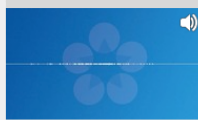
Breathing The Fresh Air From A



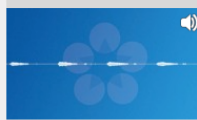
Breathe Some Life



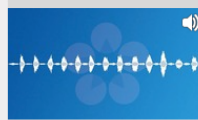
Sexy Breathing



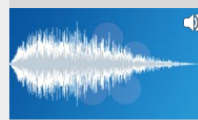
Breath Male Inhale 10




Breathing Calm




Human,Female,Breaths,Exercis



Dragon Fire Breath

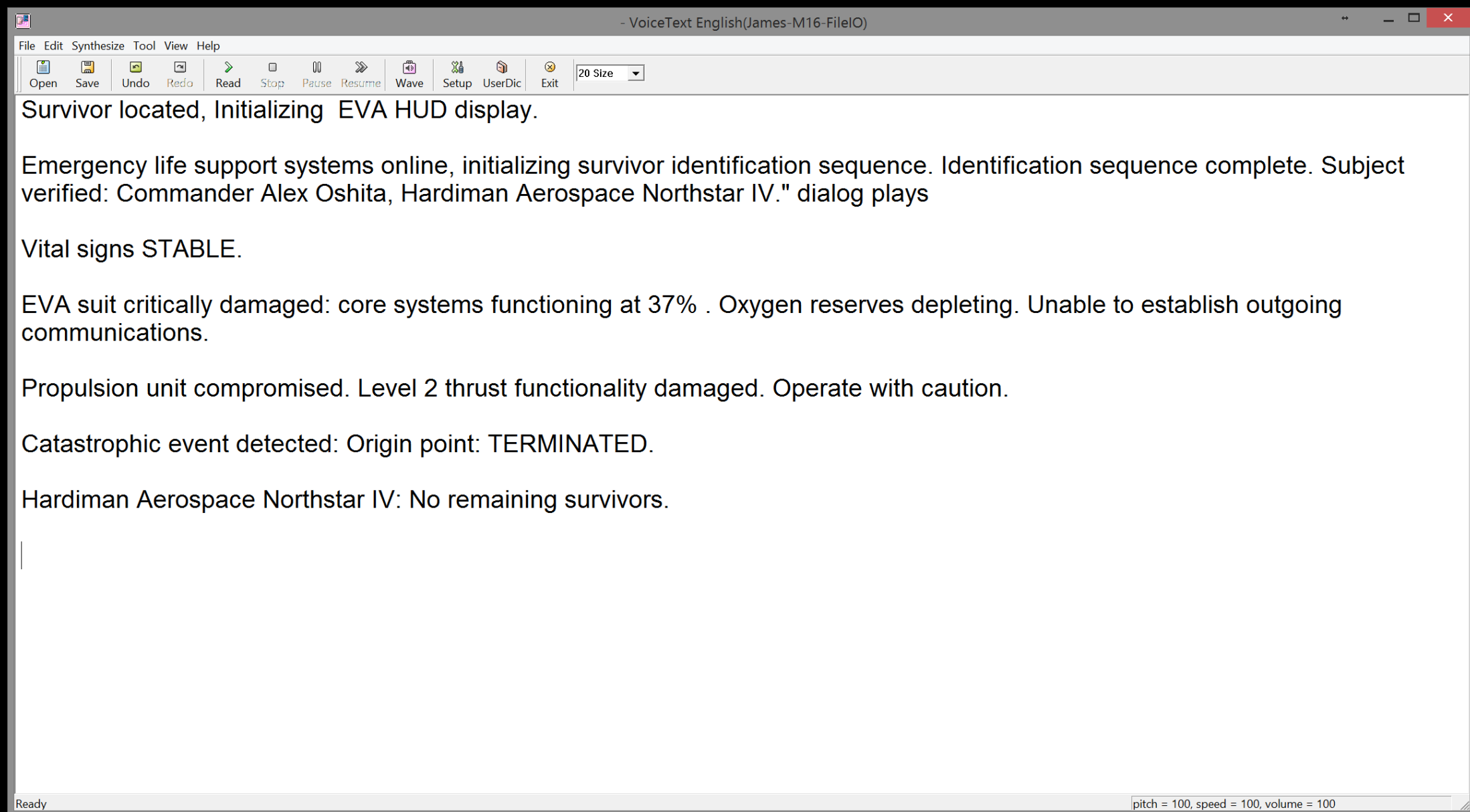


Breathe



Man Breathing Fire, Close Up, S

POND5.COM

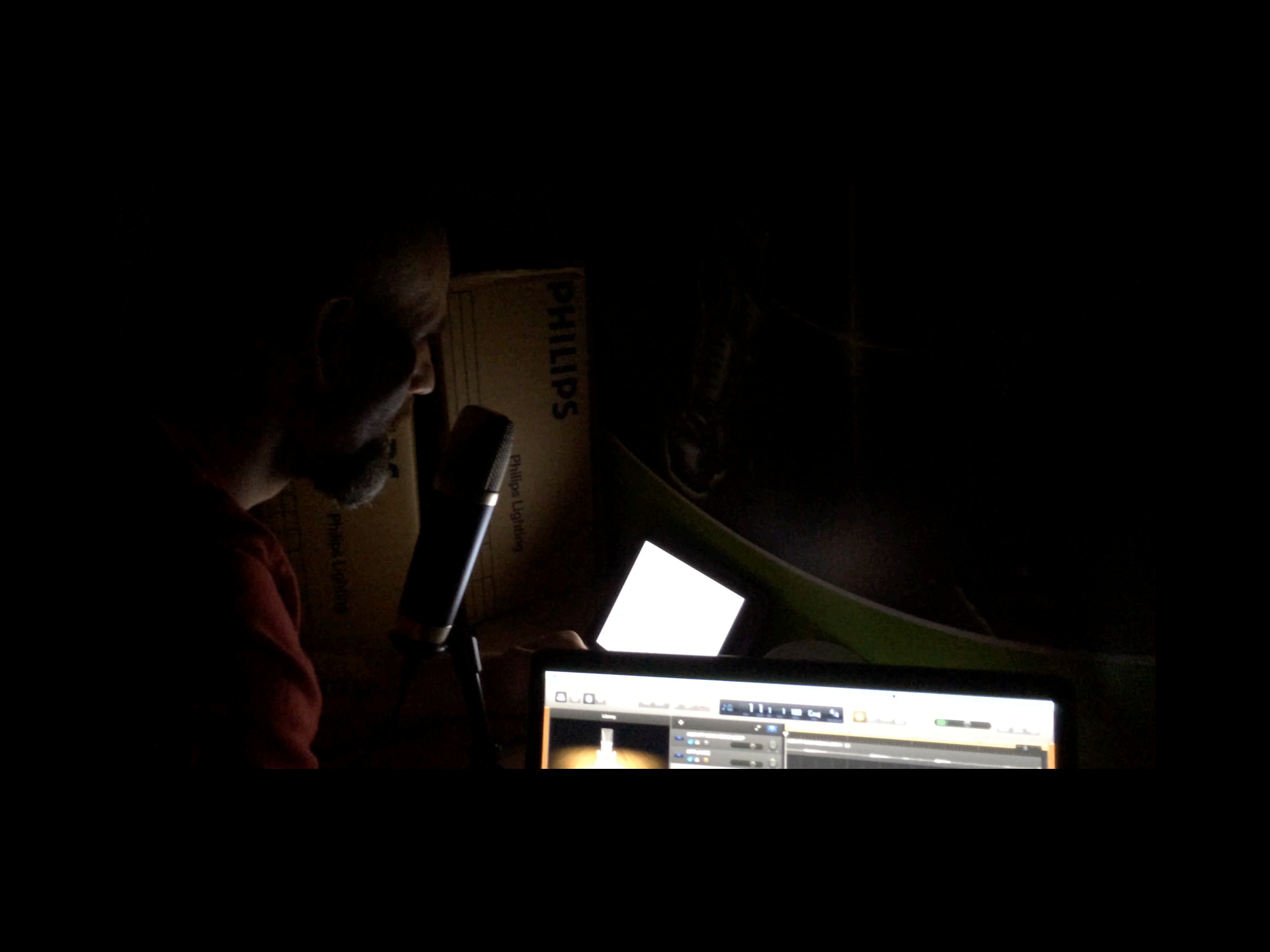


NEOSPEECH



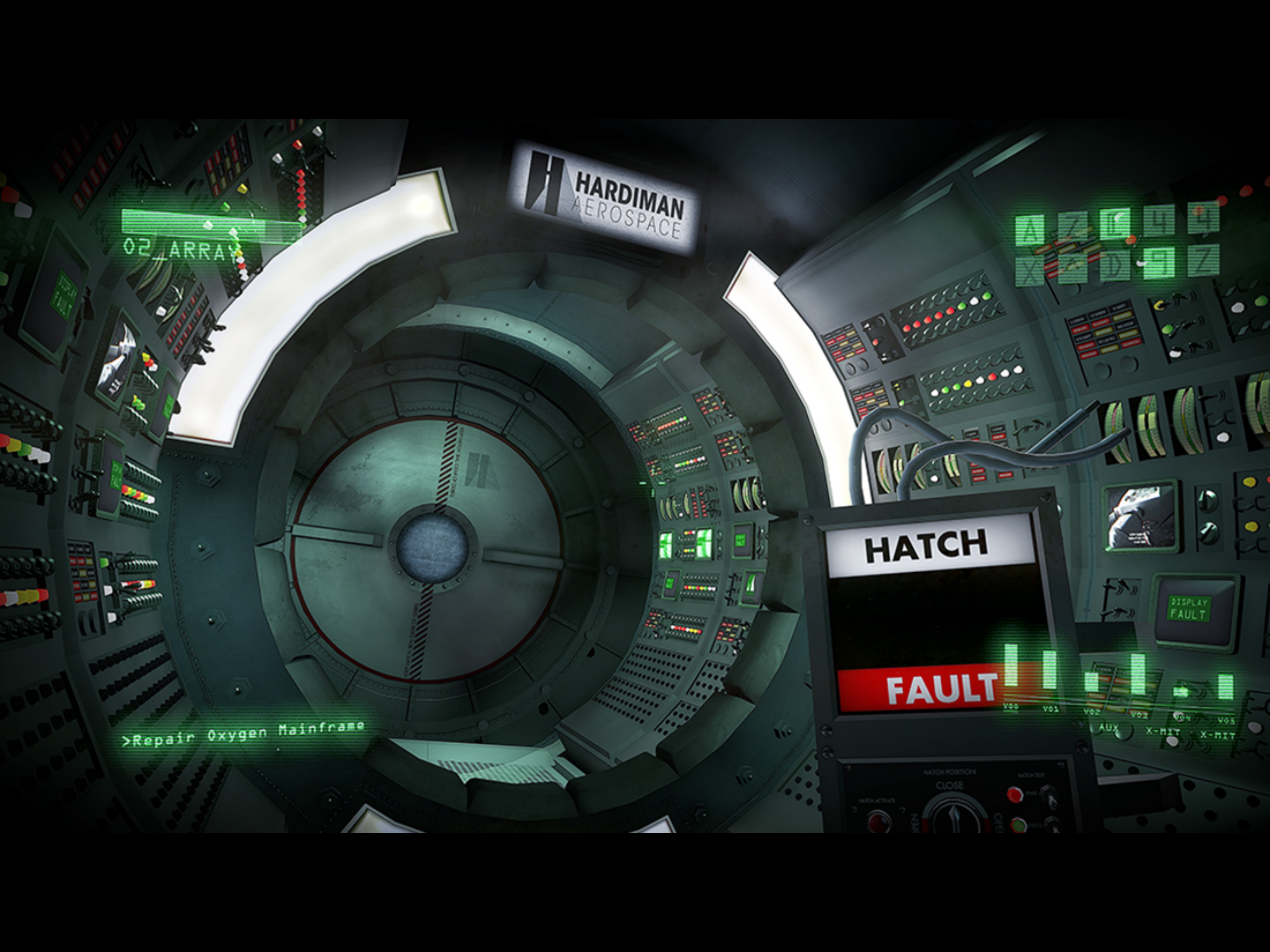
CHECKLIST

	Owner	Task	Priority
<input type="checkbox"/>	Omar	Add a working puzzle piece and base to beginning of the level	
<input type="checkbox"/>	Adam	Add a broken puzzle piece and base to the middle of the level	
<input type="checkbox"/>	Omar	Add support for Playstation Controller (3 or 4)	
<input type="checkbox"/>	Omar	Add additional animation to opening solar arrays	
<input type="checkbox"/>	Omar	Make player body white instead of orange (that's racist)	
<input type="checkbox"/>	Adam	Oxygen tubes need are static	
<input type="checkbox"/>	Omar	Crank up the screen glitch	
<input type="checkbox"/>	Omar	Release only shadow glitch in Hex Room	
<input type="checkbox"/>	Omar	Player body clipping from view	
<input type="checkbox"/>	Omar	Tune player body ragdoll	
<input type="checkbox"/>	Adam/Hoagy	I personally hate the audio log asset	
<input type="checkbox"/>	Omar	Lights clipping in hex room	
<input type="checkbox"/>	Adam	Vertical planter plants at -50,-5,-39.5 are static	
<input type="checkbox"/>	Adam	Debris at -26.4,-15.4,-11.3 is static	
<input type="checkbox"/>	Omar	Change Hull Solid Floor material to lit material	
<input type="checkbox"/>	Adam	Suggest replacing torso model with rag doll	
<input type="checkbox"/>	Omar	Move puzzle room back to help with audio timing.	
<input type="checkbox"/>	Omar/Hoagy	Skybox iteration (I have a good idea)	
<input type="checkbox"/>	Omar	Puzzle room solar arrays occluded improperly	
<input type="checkbox"/>	Adam/Omar	The ending sucks	
<input type="checkbox"/>	Adam	Puzzle room astronaut too hard to see	
<input type="checkbox"/>	Omar	Iterate on puzzle piece placement	
<input type="checkbox"/>	Adam	Audio Mix	
<input type="checkbox"/>	Adam/Omar	Is it possible to make the station feel like its in orbit?	
<input type="checkbox"/>	Adam/Omar	Do we want to add the proper messaging to make this feel more playable?	



FINAL 48 HOURS





HARDIMAN
AEROSPACE

O2 ARRAY

HATCH

FAULT

DISPLAY
FAULT

>Repair Oxygen Mainframe

HATCH POSITION

CLOSE

HATCH TEST

HATCH ACTUATOR

OPEN

STOP

RESET

GO

GO



DE-ARRAY

U 7 0 5 2
E A 5 F B

V00 V01 V02 V03 V04 V05
AUX X-MIT X-MIT

IRRIGATION
CONTROL

DE ARRAY

J 7 0 5 2
L A 5 F B

KEEP HATCH SEAL CLEAR OF DEBRIS

KEEP HATCH SEAL CLEAR OF DEBRIS

HATCH
SEALED

FAULT

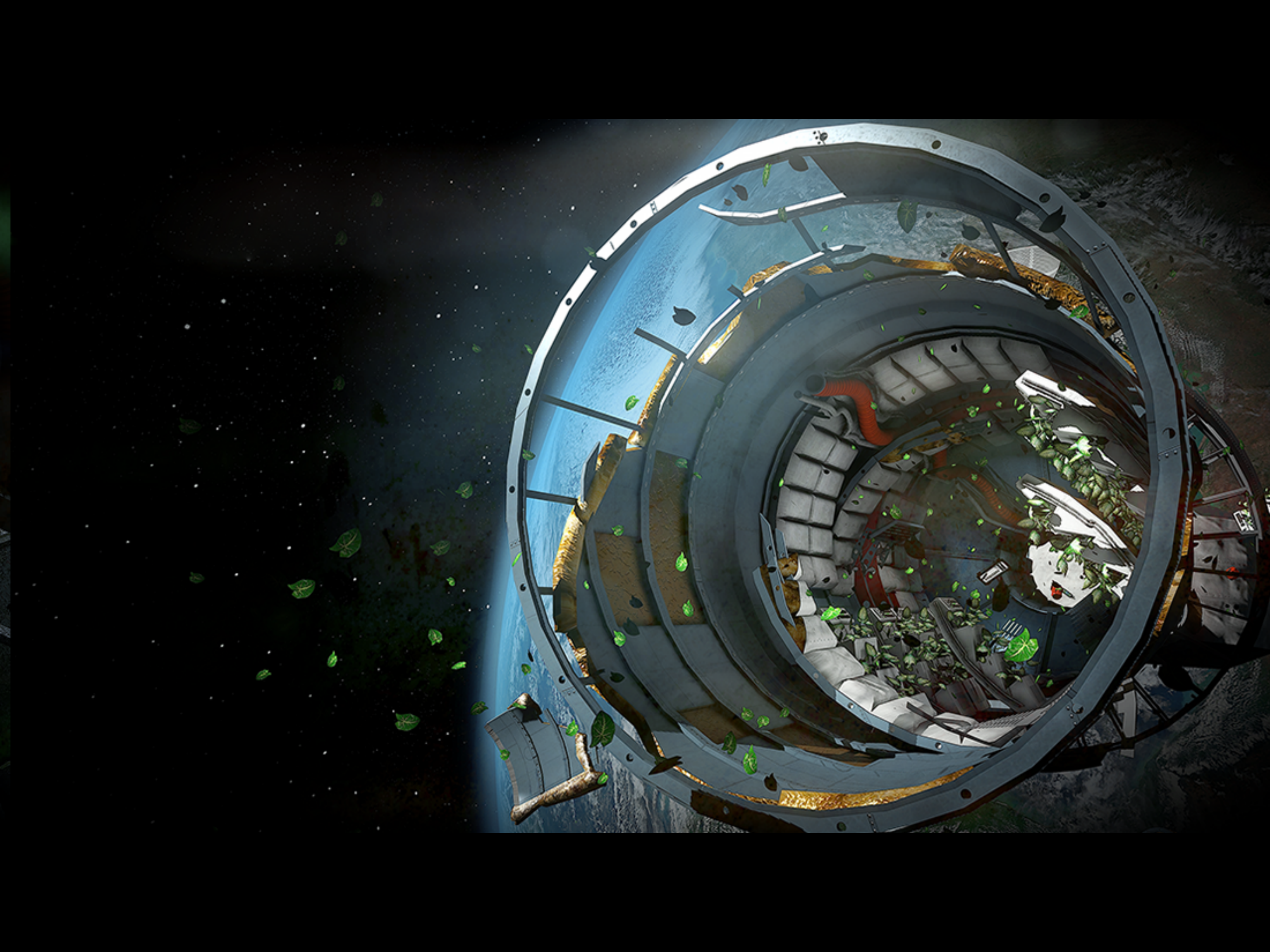
177m

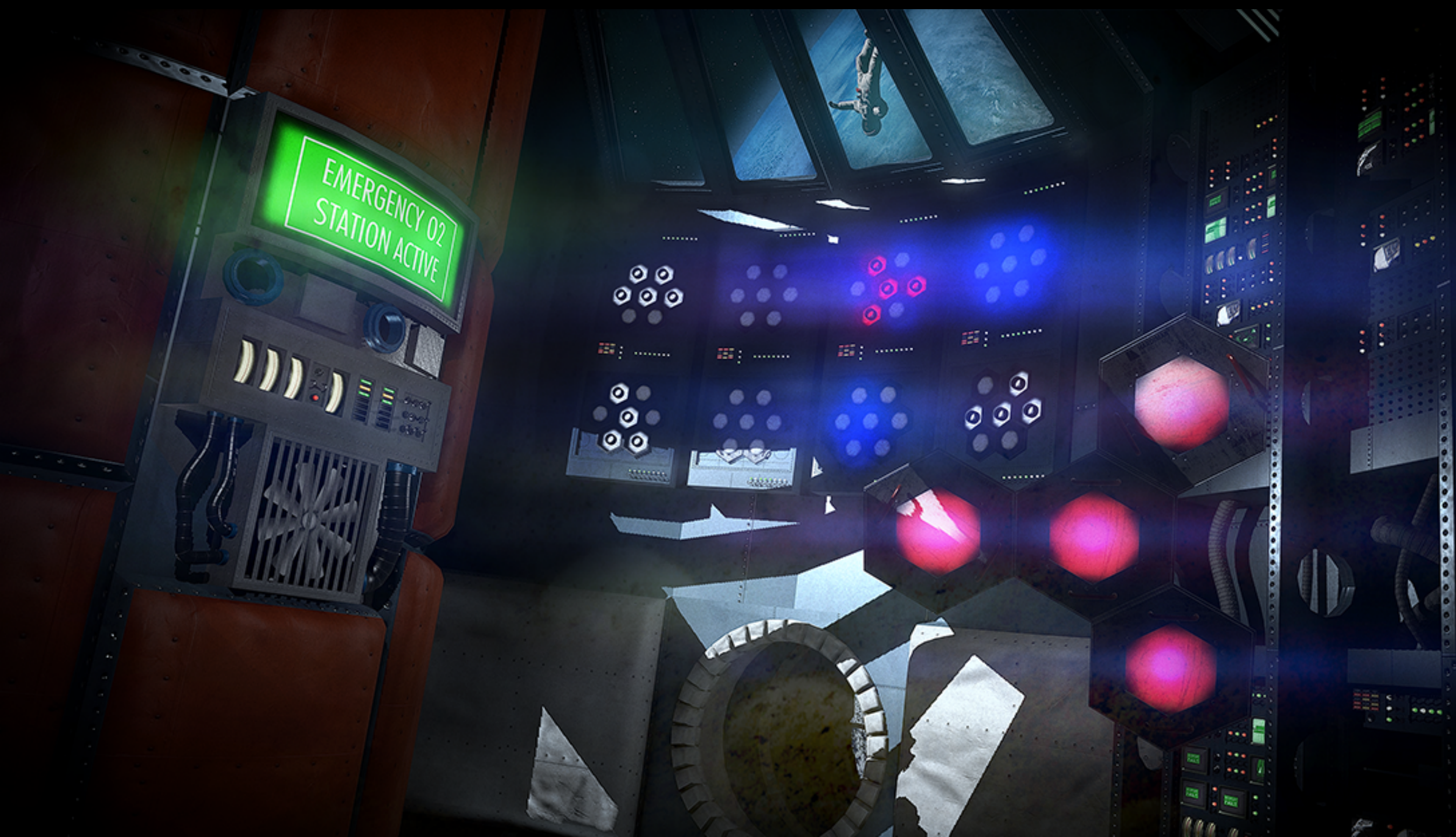
V00 V01 V02 V03 V04 V05
AUX X-MIT X-MIT

O2_ARRAY

>Repair Oxygen Mainframe









2014
SUMMIT



>ADRIFT

START

QUIT

February 2014

	Sun 2	Mon 3	Tue 4	Wed 5	Thu 6	Fri 7	Sat 8
all-day	Groundhog Day	DICE Conference Hard Rock Las Vegas					
10 AM				10 AM ThreeOneZero / [REDACTED]			
11 AM			10:30 AM ThreeOneZero / [REDACTED]				
Noon			11 AM ThreeOneZero / [REDACTED]		11 AM ThreeOneZero Open Demo Time David Stelzer Suite - TBD	11 AM ThreeOneZero / Da...	
1 PM			12 PM ThreeOneZero / [REDACTED]	12 PM ThreeOneZero / [REDACTED]	12 PM ThreeOneZero / [REDACTED]	12:40 PM VX 469: Las Vegas - Los Angeles McCarran International Airport, Las Veg...	
2 PM				12:30 PM ThreeOneZero / [REDACTED]	12:30 PM ThreeOneZero / [REDACTED]		
3 PM				1 PM ThreeOneZero / [REDACTED]	1:30 PM ThreeOneZero / [REDACTED]		
4 PM		3:10 PM VX 486: Los Angeles - Las Vegas Los Angeles International Airport, Los Angeles (United States (USA))	2:30 PM ThreeOneZero / [REDACTED]	2 PM ThreeOneZero / [REDACTED]	2:30 PM ThreeOneZero / [REDACTED]		
5 PM			3:30 PM ThreeOneZero / [REDACTED]	3 PM ThreeOneZero / [REDACTED]	3:30 PM ThreeOneZero / [REDACTED]		
6 PM			4:30 PM ThreeOneZero / [REDACTED]		4:30 PM ThreeOneZero / [REDACTED]		
7 PM			5:30 PM ThreeOneZero / [REDACTED]		5 PM ThreeOneZero / [REDACTED]		
8 PM				6:15 PM ThreeOneZero / [REDACTED]			
				7 PM ThreeOneZero / [REDACTED]			



ADR1FT TOUR 2014

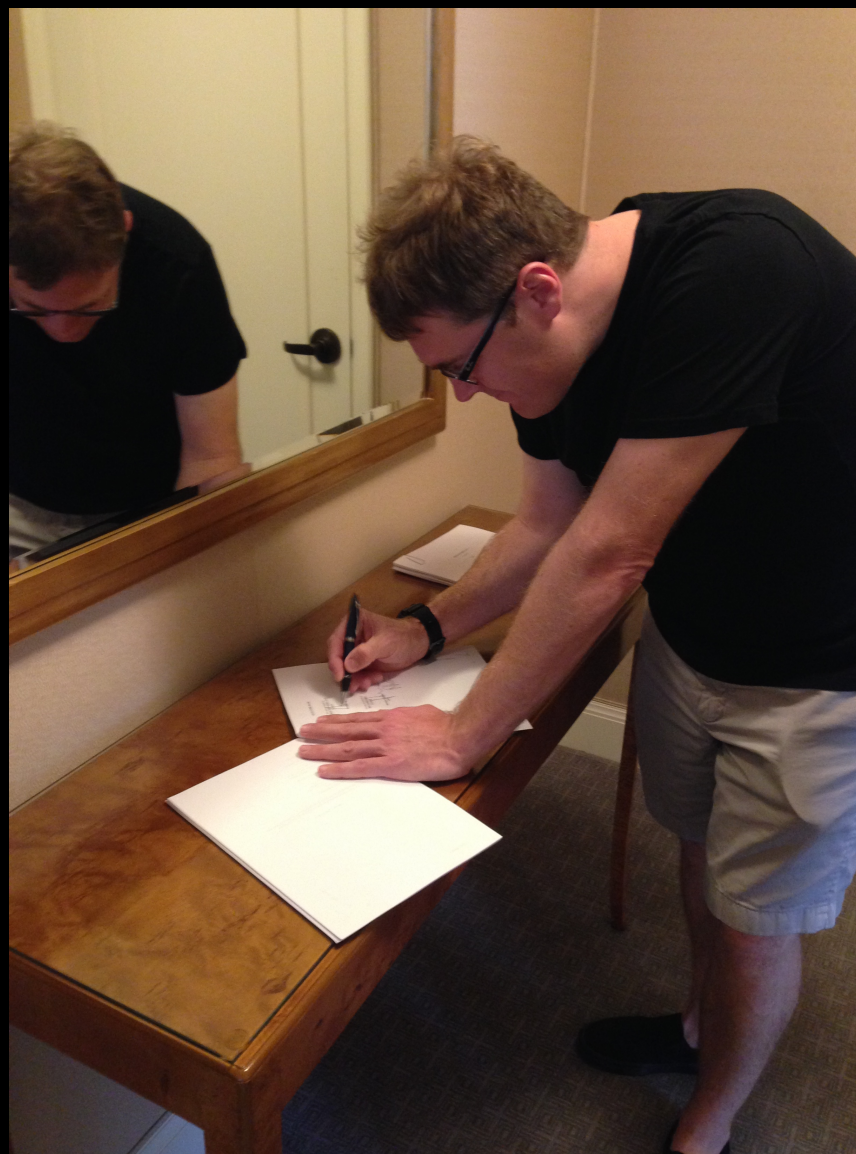
75+ PITCH DEMOS

A decorative graphic consisting of several colored circles and semi-circles in yellow, red, orange, and grey, arranged around the central text.

GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 17-21, 2014 · EXPO: MARCH 19-21, 2014



03.20.2014

LEARNING TO FLY

IDEAS ARE EASY, EXECUTION IS HARD = BULLSHIT

PUT YOURSELF INTO EVERYTHING

FIGURE OUT YOUR MONEY SITUATION BEFORE YOU CREATE A SINGLE PIXEL

USE LOW-TECH AND FREE SOLUTIONS WHEREVER POSSIBLE

BUY ASSETS WHENEVER YOU CAN

EMBRACE EMERGING TECHNOLOGY

PLAN METICULOUSLY

GOALS ARE CRITICAL

YOUR TEAM IS YOUR LIFEBLOOD

DISCIPLINES ARE MEANINGLESS

GET ASSETS ONSCREEN IMMEDIATELY

PROS AND CONS OF A "FINISHED" PROTOTYPE

BUILD YOUR OWN DEMO MACHINE

THANK YOU

Q & A



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